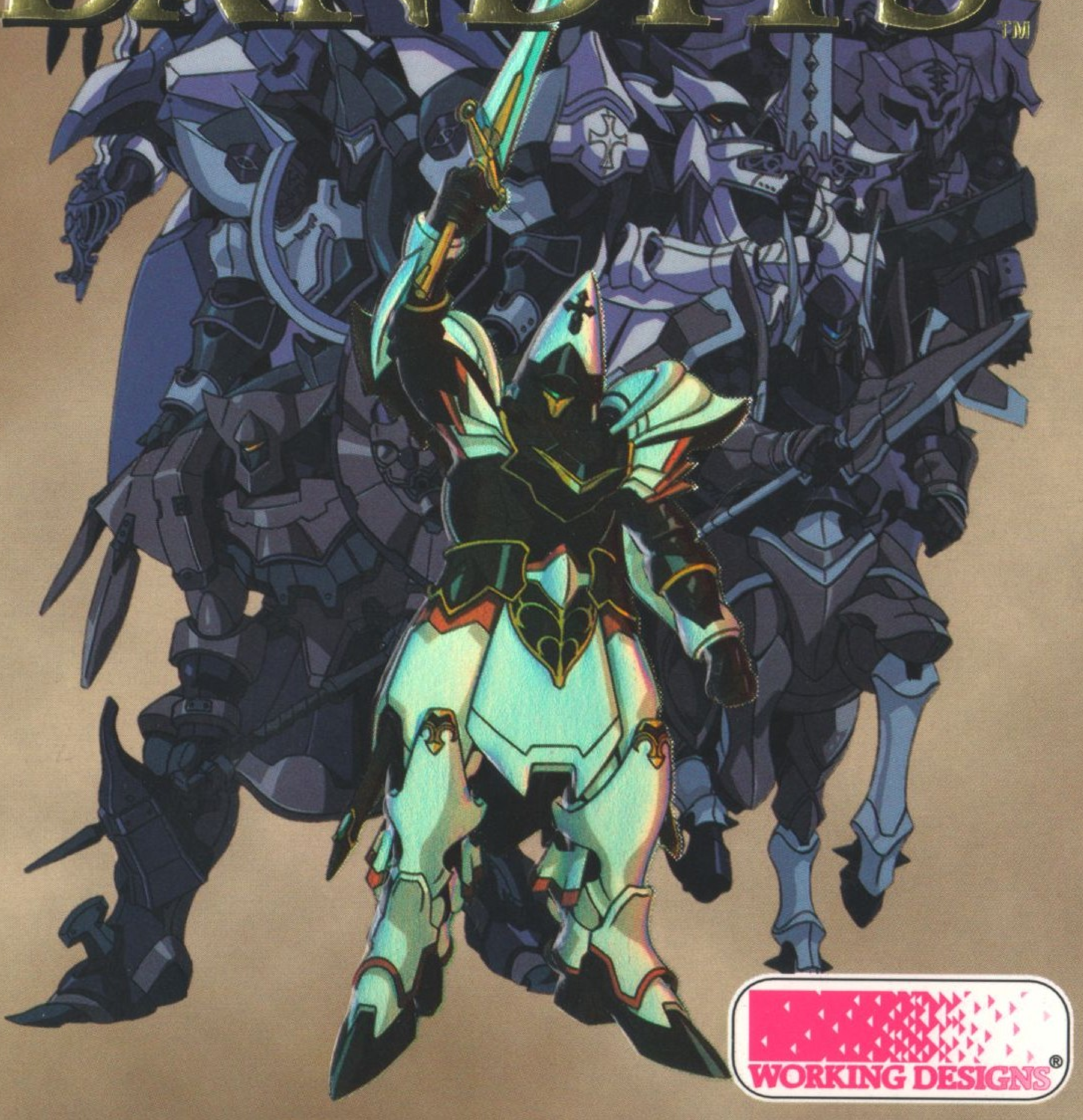
PlayStation

NTSC U/C

PlayStation

# VANGUARD BANDITS™



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CONTENT RATED BY ESRB

SLUS-01070

WORKING DESIGNS®

We are delighted that you have chosen **Vanguard Bandits**™ for play on your PlayStation® game console. We hope that you will continue to enjoy this and all of our games for the PlayStation game console. Due in part to the numerous requests we've had for more Strategy/RPG games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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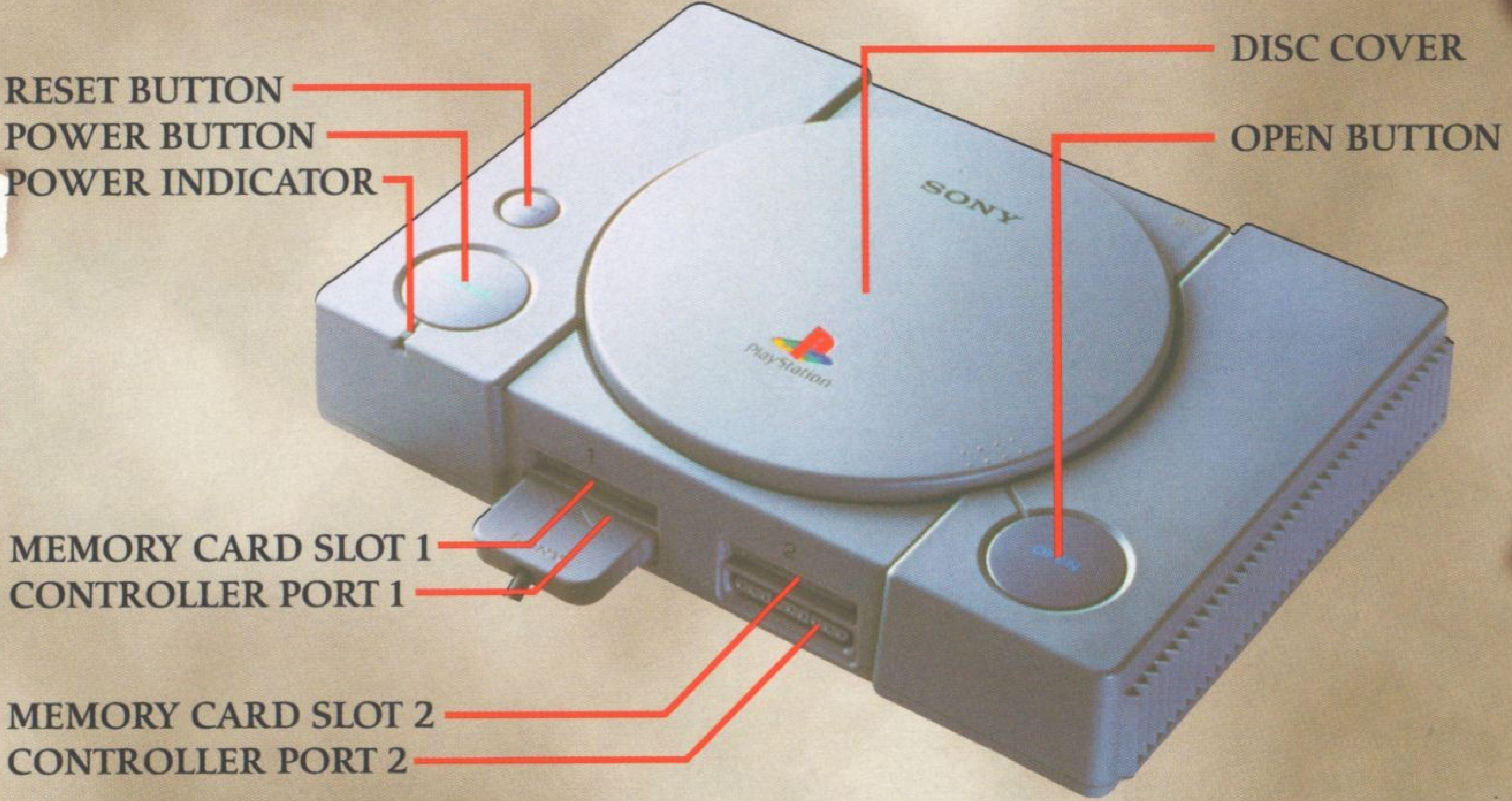
# PlayStation® Game Console

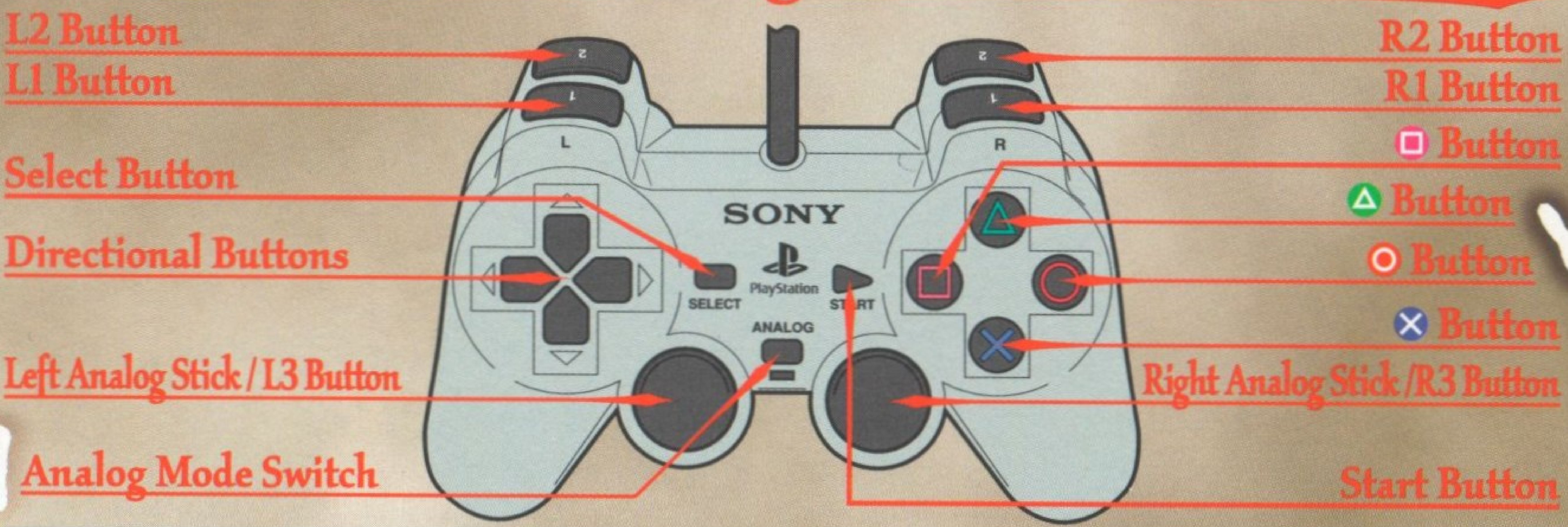
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Vanguard Bandits**™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

## Console



# PlayStation® Controller

## DUALSHOCK™ analog controller




| | |
|---|---|
| Directional Buttons<br>Left Analog Stick | ★ Moves cursor on the Battle screen.<br>★ Moves cursor on menu items and boxes that require a response. |
| Right Analog Stick<br>L1, L2, R1, and R2 Buttons | ★ Rotates the Battle screen. |
| Analog Mode Switch | ★ Enables the use of the Left and Right Stick, and the L3 and R3 buttons. |
| Select Button | ★ Turn on or off Battle Animations. |
| Start Button | ★ Displays Battle menu. |
| R3 Button | ★ Displays the Save menu on the Battle screen. |
| △ Button | ★ Returns to the previous screen during menu commands.<br>★ Returns the cursor to the location of the selected character on the Battle screen. |

| | |
|---|---|
| □ Button | ★ Use with Directional Buttons to display options from the Game menu.<br>★ Up + □ button displays Units screen.<br>★ Left + □ button displays System menu.<br>★ Right + □ button displays Turns menu.<br>★ Down + □ button displays Map screen. |
| ○ Button | ★ Increases the cursor speed on the Battle screen. |
| ✕ Button | ★ Confirm menu commands. |

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

To exit a game, press and hold the Select and Start buttons while pressing and holding down the L1, L2, R1, and R2 buttons. The Title screen will then be displayed.

# Prologue

When brave explorers from the Ancient Lands first sailed across the vast ocean and discovered the Continent of Eptina, they marveled at its blinding beauty and its seemingly limitless resources. Some of these explorers quickly decided to settle in this strange new world, while others returned home with fantastic stories of the natural wonders they had seen.

These amazing tales inspired tens of thousands of citizens to exchange the boredom and squalor of their lives in the Ancient Lands for the thrill of the unknown. But these new settlers, many of them poor and uneducated, ironically brought with them the very dysfunctions of society that they had hoped to escape: poverty, crime, and—inevitably—war.

The borders of the Continent were drawn in blood, as hastily formed nations fought each other over territorial rights and religious beliefs; for the most ridiculous of reasons, and for the most noble of causes. Skies which had once been a brilliant blue were now thick with the ebony smoke of burning forests and smoldering ruins; rivers which had once been clear as glass were choked with the bloated bodies of the dead. And the Continent, which had once been a monument to the beauty of nature, was now a testament to the ugliness of man. Some believed that the Eptinan Wars might never end...until a miraculous discovery was made.

In the heart of the Pharastia Kingdom, archaeologists discovered evidence that the Continent had been populated once before—in the stunning form of several mechanical giants, which later became known simply as ATAC.

Each ATAC resembled an armor-clad knight, and stood at least twenty-five feet in height. After months of analysis and experimentation, it was determined how the ATAC were controlled: by the focused thoughts of a "pilot," who sat inside the head of the ATAC as the machine literally read his mind.

With the awesome power of the ATAC added to its already formidable armies, it was only a matter of weeks before Pharastia assumed control of the entire Continent. A few countries attempted to fight the Kingdom, but as news of the ATAC and their unholy strength spread across the land, the remaining nations chose surrender over annihilation.

The Continent was united at last, and the leaders of Pharastia decided that the power of the ATAC, which had proven so useful in war, could now be used to keep the peace. The most powerful of the excavated ATAC, once controlled by the King himself, was locked away in a secret location, while the remaining ATAC were distributed to different regions of the Continent.

But the Pharastia Kingdom was unable to maintain control for very long. Coup d'etats and civil wars erupted, and the Kingdom soon found itself struggling not to preserve its rule of the Continent, but to preserve its own existence.

It is here, in the midst of the Second Eptinan Wars, that a spirited young man named Bastion is destined to learn of his central role in determining the ultimate fate of the Continent...

# World of Eptina

## Pharastia Kingdom

After conquering the Continent, the King sent his advisors to rule over the various nation-states, but many of them became corrupted by their newfound power. What remains of the Kingdom Army, led by the veteran commander Galvas Derid, is struggling to preserve the country against the Empire's assault.

## Junaris Empire

After wars broke out between the Kingdom's former nation-states, an enraged citizen named Degalle formed a rebellion against these corrupt governments. His army of peasants rapidly swelled in number, and he formed his own nation, the Junaris Empire–but along the way, he grew to relish the very power he had preached against.

## Avalon Principality

The nomadic people of this great prairie are humble and hardworking. Avalon's leaders have always been loyal to the King and the Kingdom. Unfortunately, they are unable to offer much military support to Galvas, as they are busy defending their own borders against the Muspel Nation.

## Nordilain Forest

This heavily forested country has one of the Continent's most ferocious leaders (Duke Logan, the "Barbarian of Blood") and most feared armies. Nordilain is working with the Empire to conquer the Kingdom, but it is an uneasy alliance, as Logan feels the Empire is treating him with contempt.

## Muspel Nation

Thanks to its vast mineral resources, Muspel is the richest country on the Continent. Muspel has taken a neutral stance on the war between the Kingdom and the Empire, although they are openly hostile toward Avalon. There is a rumor, as yet unproven, that Duke Radcot, leader of Muspel, has a connection with the Empire.

## Duchy of Hibernia

This snow-covered nation is ruled by relatives of Pharastia's royal family. Hibernia is devoted to protecting the Kingdom from external dangers, but is also charged with destroying the Kingdom if its leadership is corrupted. Despite the Empire's assaults upon the Kingdom, Hibernia's leader, Lord Alden, has remained strangely silent.

## Dionne-Lehve

This country has been ruled by a succession of great warriors, each of whom has offered the services of his mercenary force to any countries deemed worthy of his support. The current Marquis has yet to make an alliance to the Kingdom or the Empire, but his eventual choice will play a crucial part in the war's outcome.

## Southern Alliance

This loose-knit "nation" was formed by landowners and businessmen after the ruling dukedom collapsed, leaving the area at the mercy of the Muspel Nation. Each city in the Alliance maintains a high degree of autonomy, contributing only enough resources and manpower to protect against Muspel attacks.

## Bastion

Under the direction of his strict and occasionally overbearing father, Kamorge, Bastion hopes to become a soldier and wage war against the Junaris Empire. He roams the land with his father, his spiritual sister (Milea), and his ATAC engineer (Puck), avoiding the Imperial Army—which has been searching for his father as long as he can remember. In the meantime, Bastion spends most of his time training in the ways of ATAC combat.

## Faulkner

The leader of the Imperial Army and the most powerful man on the Continent, the deranged Faulkner is hell-bent on conquering the Kingdom and gaining revenge for his fallen father. Unfortunately for everyone, Faulkner's ambitions don't end there; he secretly schemes to assume command of the Junaris Empire and take over the known world. Hey, you gotta admire him for setting his goals high. He enjoys sending Zakov to do the Empire's dirty work, and allows the demented Madoc to design equally demented ATAC despite Sadira's orders.

# Cast of Characters

## Duyere

As the only son of Emperor Degalle, this young prince is all too aware of his impending ascent to the throne of the Junaris Empire; while he claims to despise the burdens of his noble birth, he often revels in the riches that his nobility affords him. Unfortunately for the future Emperor, his only real skills are bitching and moaning; little sister Sadira (with whom he has a serious case of sibling rivalry) is a far superior warrior. Duyere manages to hold his own in combat only because he uses the fast and furious Sarbelas, an excavated ATAC.

## Sadira

The Imperial Princess is, like most 17-year-old girls, a bundle of energy and attitude with manic-depressive swings thrown in for good measure. Unlike her older brother Duyere, she feels that the war with the Kingdom should be ended, and she has secretly begun taking steps to bring peace to the Continent. With her strong opinions and hair-trigger temper, Sadira is *not* someone to back down from a confrontation.

## Alden

Known as the "Ice Wolf" by anyone unfortunate enough to encounter him in battle, Lord Alden presides over the snowy kingdom of Hibernia. He has remained neutral in the conflict between the Kingdom and the Empire, preferring to coolly observe the war rather than ally himself with one of the combatants. The only person Alden truly relies upon is Melior, whom he consults for advice and whom he brings with him into battle. Alden's greatest passion is the game of chess; he is considered the best player on the Continent.

## Logan

The leader of the Nordilain Duchy, Duke Logan loves nothing more than the glory of battle and the ecstasy of triumph. (Except, perhaps, his inexplicably large sideburns.) He is the most aggressive fighter on the Continent, using the mighty Crimson ATAC to smite his foes. Logan's wife died soon after his only daughter, Claire, was born, and he now tends to rely on her for emotional support.

## Zeira

The leader of the Avalon Principality, Duke Zeira is a humble man who rules his nation with a velvet glove instead of an iron fist. Under his savvy direction, the Avalon Defense Force has somehow managed to hold the Imperial Army at bay, but he knows that time is running out. He places much trust (and responsibility) upon his inner circle of military personnel, including Kaidul, Ione, Reyna, and the laugh-a-minute Galvas.

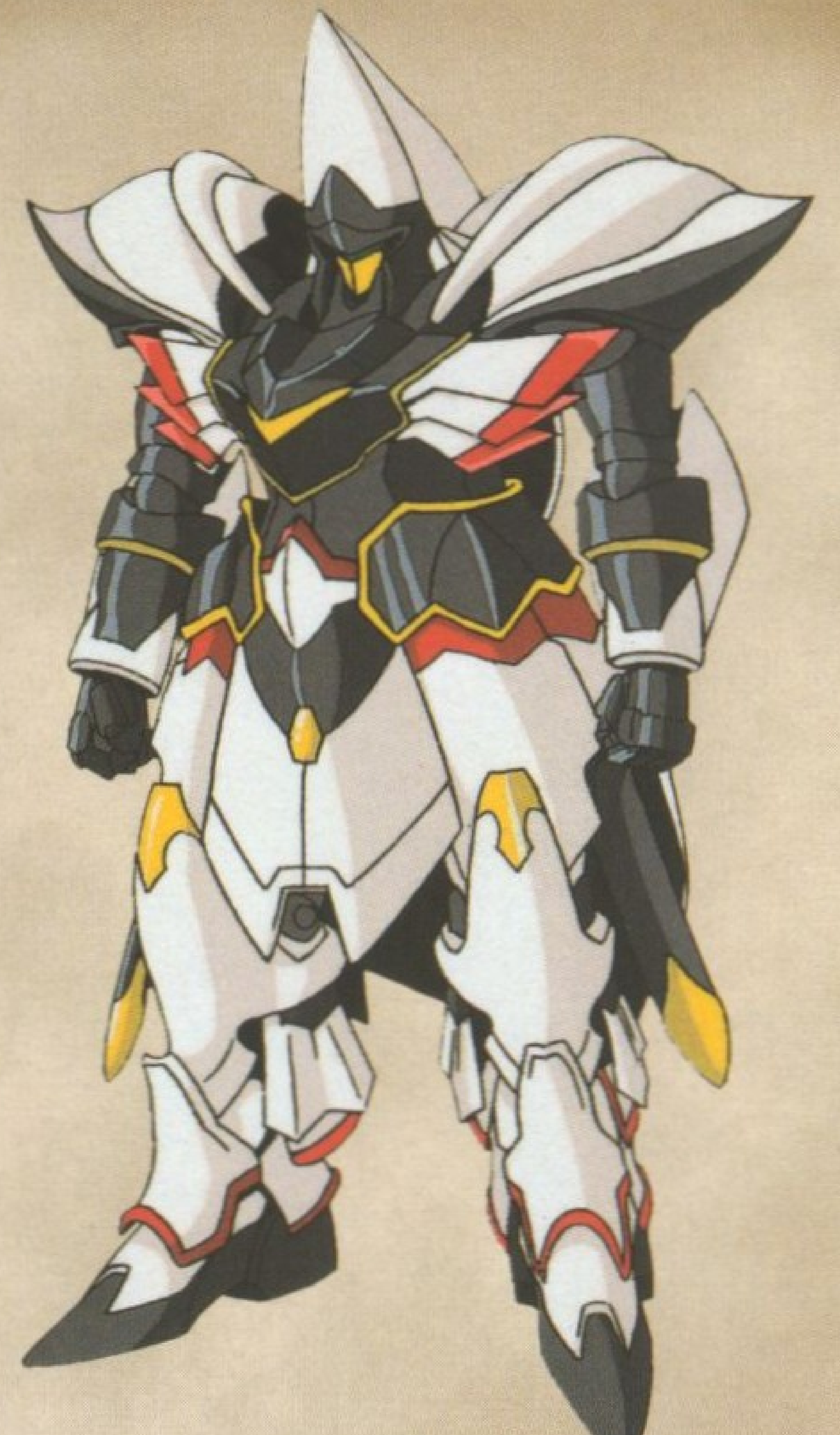
## Dionne

Marquis Dionne Lehve is the ruler of the country that bears his name. He is the latest and greatest in a long line of Dionne-Lehves that are sworn to protect Gratia, the stone which fuels the legendary Ultragunner ATAC. Dionne surrounds himself with a small group of soldiers and mercenaries which are considered the strongest warriors on the Continent; among those mercenaries is Andrew, the infamous sexist-pig ninja. Dionne's ATAC is the Roaring Lion, one of the excavated ATAC.

# ATAC Warfare

## ATAC

Created in the form of noble knights, and powered by the magical energy of mystical stones, these "mechanical giants" have revolutionized the art of war. The original ten ATACs (All Terrain Armored Combatant)–which soon became collectively known as the "excavated ATAC"–were found many decades ago in the Pharastia Kingdom, and extensively studied by scientists across the Continent. As a result, several nations have developed the technology to produce their own ATACs, although none of these are as durable or as powerful as the excavated units. While the Kingdom originally believed that ATACs would help to maintain peace, they have instead made the Second Eptinan War the bloodiest and most violent conflict in recorded history.



## ULTRAGUNNER

| ATTRIBUTE | Light | WEAPON | Eternus |
|---|---|---|---|

The most powerful of the excavated ATACs, Ultragunner was reserved exclusively for the King of Pharastia. Only those with the blue blood of Pharastian royalty are able to operate it.

## SARBELAS

ATTRIBUTE Earth

WEAPON Mystaria

Once the property of Emperor Degalle, Sarbelas has since been inherited by Prince Duyere. This excavated ATAC makes up in unmatched speed and mobility what it lacks in armor.

## CRIMSON

ATTRIBUTE Fire

WEAPON Bloodblade

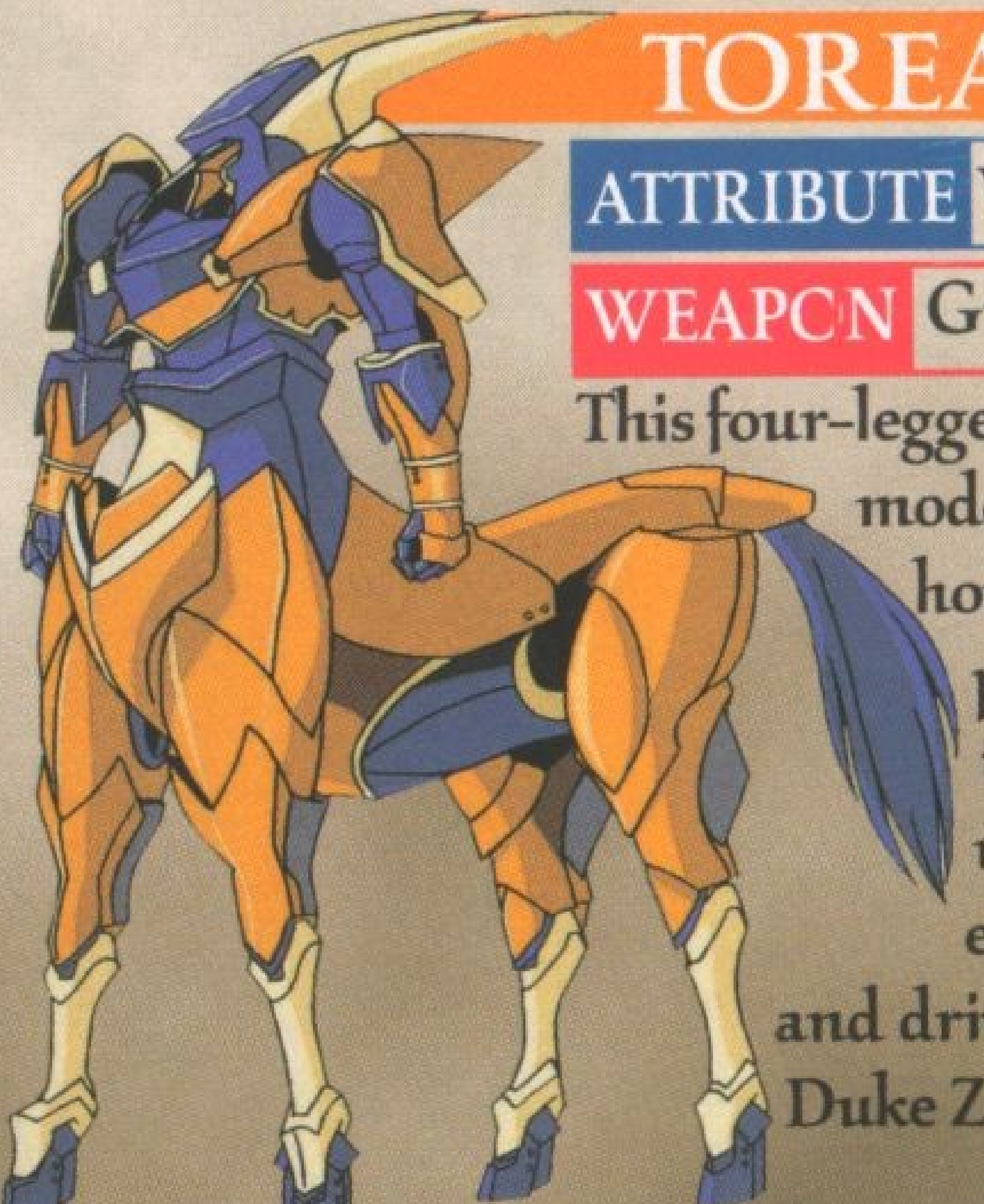
This extraordinarily strong ATAC is piloted by the mighty Duke Logan; so infamous is the Duke's reputation that he has a difficult time finding anyone foolish enough to engage him in combat.

## SYLPHEED

ATTRIBUTE Wind

WEAPON Steelburn

Stolen from one of the many nations conquered by the Empire, Sylpheed currently belongs to Princess Sadira, and is rumored to have the ability to repair damage to other ATACs.



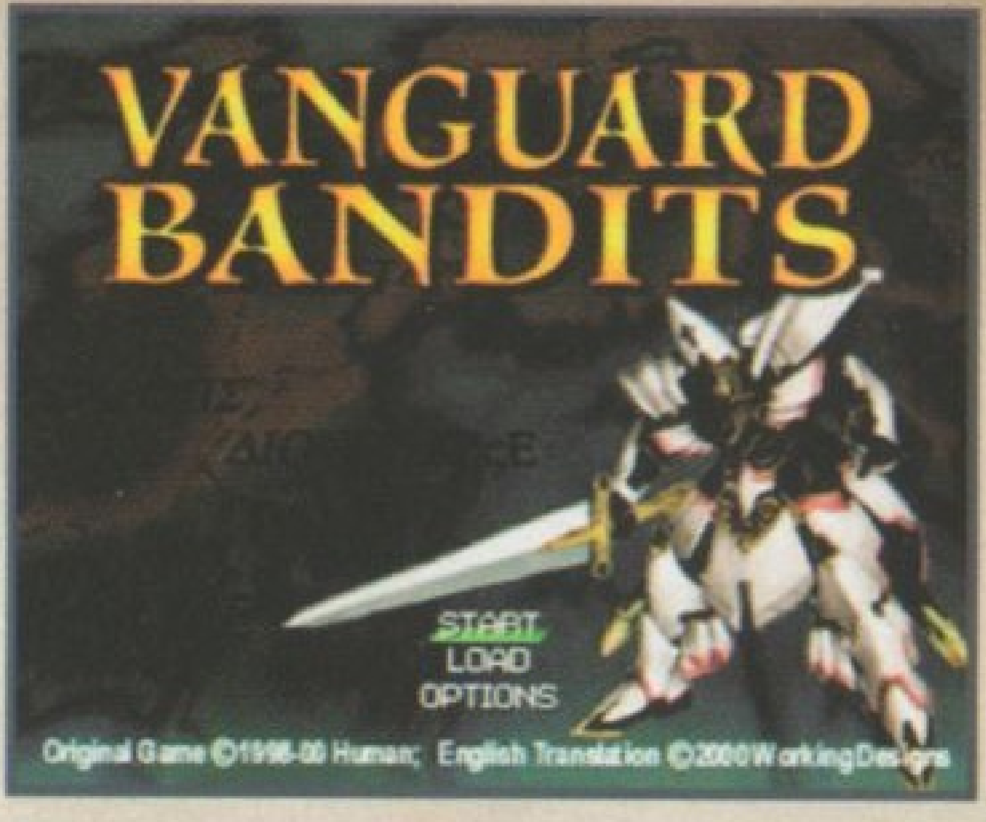
## TOREADORE

ATTRIBUTE Wind

WEAPON Gunganir

This four-legged ATAC, obviously modeled after the wild horses of the Avalon prairies, is unquestionably the most unusual of the excavated ATACs, and driven by the humble Duke Zeira.

# Starting the Game




Press the START button during the opening animation to jump directly to the Title Screen. The Title Screen displays the following options: **Start**, **Load**, **Options**. These options are described below.

## Start

**Start the game from the beginning.** To begin the game or to start the game over, select "**START**." Press the ⊗ button. The game will then proceed from the beginning of the adventure.

## Load

**Restores a previously saved game.** To help differentiate between different save data, each save file displays the following information: current chapter, character's level, whether or not a mission has been completed or is in progress, and amount of funds on hand. The first three save slots can only be used to save completed missions. The last save slot is set aside for missions that are in progress. Games can be saved on either Memory Card 1 or Memory Card 2. To switch between Memory Cards, use the L1 and R1 buttons.

To return to the game, select "**LOAD**" from the Title screen. Press the ⊗ button. Now, select a Memory Card, Card 1 or Card 2, by pressing the L1 or R1 buttons. Next, move the cursor to highlight which save file to load. Press the ⊗ button. The game will be loaded. To cancel and return to the Title screen, press the △ button. ***Please do not remove the Memory Card during a save or a load.***

# Options

**Change game settings.** There are six options that can be accessed when starting the game: **Sound Mode**, **Message Speed**, **Vibration**, **ATAC Viewer**, **Missions Won**, **Load Stats**, and **Exit**. The other options (**End Credits**, **Music**, **Opening Movie**) will be unlocked after certain missions are successfully completed. In order to view the current options, and have access to the other options, a save file must be loaded from the "**Load Stats**" option (for further information on this option see page 17). These options are described below and on the following pages.

## SOUND MODE

**How the sound is heard.** The sound can be listened to in either "**Stereo**" (audio wonderment!) or "**Mono**" (an audio nightmare). Press the right Directional button to change the setting to "**Mono**," or press the left Directional button to change the setting to "**Stereo**."

# Starting the Game

**MESSAGE SPEED** **Speed at which text is displayed.** There are three speeds at which the text can print on the screen: "**Slow**," "**Normal**," or "**Fast**." To decrease the speed of the text, press the left Directional button. To increase the speed of the text, press the right Directional button.

**VIBRATION** **Enable or disable the vibration for the DUALSHOCK™ analog controller.** To have the controller rumble and create endless hours of joy, set this option to "**On**." To turn off the vibration, make sure the option is set to "**Off**."

**ATAC VIEWER** **View ATACs and listen to game music.** Once an ATAC has been viewed in the Battle Animations, it is possible to view it with the ATAC viewer. After selecting "**ATAC Viewer**" from the options screen, a list of ATACs will be displayed. To view an ATAC, move the cursor to the ATAC's name and press the ⊗ button.

Also, displayed at the very top of the screen is the current musical theme. To change to another theme, press either the L2 or R2 buttons to cycle through the list of themes. Once a desired theme has been chosen, press the ▢ button to play the theme.

Once the 3-D view of the ATAC has been loaded, the model can be rotated or scaled. Use the Directional buttons to rotate the model in any direction. Use the R1 button to increase the size of the model, or use the L1 button to decrease the size of the model. To exit this screen and return to the previous screen, press the △ button.

**MISSIONS WON** **Number of completed missions.** Shows the current finished missions/maximum number of missions. In order to win all of the missions, the game must be re-played in order to discover the different branches in the game.

**LOAD STATS** **Load information for the Options screen.** The Options screen will only display the default options, unless the game stats are loaded in from the Stats menu. After loading in the Stats from a Memory Card, the Options screen will be updated to show the current options sections.

To load this information, select "**Load Stats**" from the Options screen. Press the ⊗ button. When the Stats screen is displayed it will show how many ATACs have been seen and the total number of missions that have been won. To change to another Memory Card, press the L1 and the R1 buttons.

To confirm the decision to load the stats from that Memory Card, press the ⊗ button. The stats will then be loaded into memory. The Options screen will then reflect the information from the Stats file on the Memory Card. To cancel and return to the Title screen, press the △ button.

**EXIT** **Leaves Options screen and returns to the Title screen.**

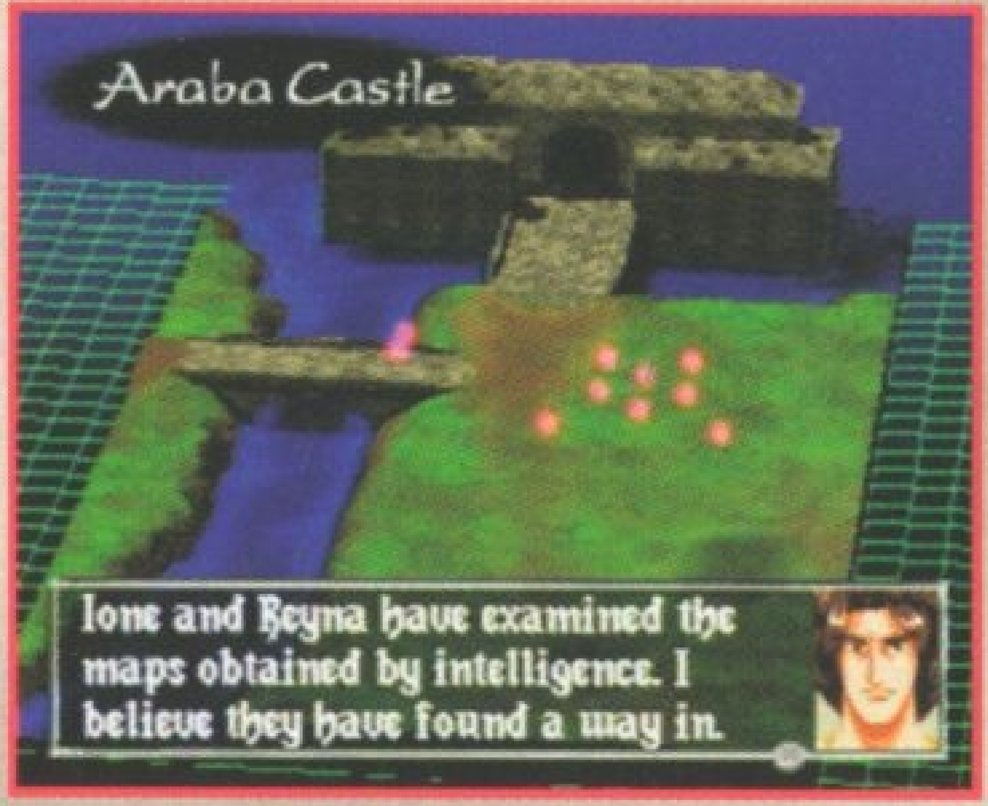
# Menu Screen

After an event has taken place, the game will display the Menu screen. This is the time to make any changes to the characters before they enter into combat. The Menu screen contains the following options: **Mission**, **Briefing**, **Interview**, **Shop**, **Equip**, **Save**, **Load**, and **Quit**. These options will be described below and on the following pages.

## Mission

**Advance to the Game Screen.** Even though this is the first option on the Menu screen, it's best that it be the last option selected. Make sure to complete all of the other options on the Menu screen before selecting "**Mission**."

## Briefing




**Receive battle information from comrades.** After selecting this option Bastion or his allies will offer their input as to the mission objectives and possible battle strategies. Take the time to listen to them, as it could be the difference between the agony of defeat or the sweet thrill of victory.

# Interview

**Build character morale.** During the course of the game, characters will begin to question the leadership of Bastion; therefore, it is necessary to have Bastion speak with them in order to build their confidence in him as their leader. Also, it is possible to check the feelings between the other comrades in the party; unfortunately, there is little that Bastion can do to change their feelings toward one another. Bastion is allowed to speak only three times after each event on the Interview screen. After Bastion has used up his three chances, the game will return to the Menu screen and this option will no longer be available during this turn.

# Shop

**Purchase weapons, stones, and amulets.** The shop is not always available after each event. So when it does become available, take the time to purchase items for Bastion and his comrades; otherwise, it may be a long time before their equipment can be upgraded. The Shopping screen has three options: **Buy**, **Sell**, and **Exit**. These options will be described on the following pages.

## Shop, continued

**BUY** **Purchase goods.** There are three different kinds of items that can be purchased: **Weapons**, **Stones**, and **Amulets**. The key features of the Shop screen are discussed below.

| | |
|---|---|
| 1 | *List of Goods.* The top of this screen shows two stats: EQU displays the number of the items already equipped, and ALL displays the total number that have already been purchased. Also, included in this window will be a list of goods for sale and their sale price. |
| 2 | *Funds.* Amount of money available to purchase goods. |
| 3 | *Party Members.* Only members of the party that are highlighted can equip the selected item. |

| | |
|---|---|
| 4 | *Items Stats.* Displays how the items will affect the character's stats. A description of these stats can be found below. |
| | *BAS - Base Power.* Character's basic abilities, including their hit points. |
| | *POW - Attack Power.* Strength of the character's attack. |
| | *DEX - Dexterity.* Success rate during an attack. |
| | *AGL - Agility.* Reaction speed during combat. |
| | *DEF - Defense.* Decreases the amount of damage that an enemy can inflict. |
| | *WEP - Weapon.* Strength of character's weapon. |
| | *HP - Hit Points.* Character's overall physical strength. |
| | *MOV - Range.* Distance that a character can move. |

To purchase one of these items, select "**BUY**." Press the ⊗ button. Next, choose which item to purchase, **Weapons**, **Stones**, and **Amulets**. Press the ⊗ button. A list of items for sale will be displayed in the middle of the screen.

Next, select an item to purchase. Pay attention to the Items stats since they describe the effect that the item will have on a character. Once an item has been selected, press the ⊗ button. To confirm the decision to purchase the item, select "**Yes**." The item will be purchased and placed in the inventory. To cancel, select "**No**."

SELL **Sell unwanted goods.** To sell an unwanted item, first select "**Sell**" from the Shopping screen. Press the ⊗ button. Next, select which kind of item to sell: **Weapons**, **Stones**, or **Amulets**. After pressing the ⊗ button, a list of items that can be sold will be displayed.

Now, move the cursor to select an item to sell. Press the ⊗ button. To confirm the decision to sell the item, select "**Yes**." To cancel the sale of the item, select "**No**." ***Note: Items must be unequipped in order to be sold.***

EXIT **Leaves the Shopping Screen and returns to the Menu screen.**

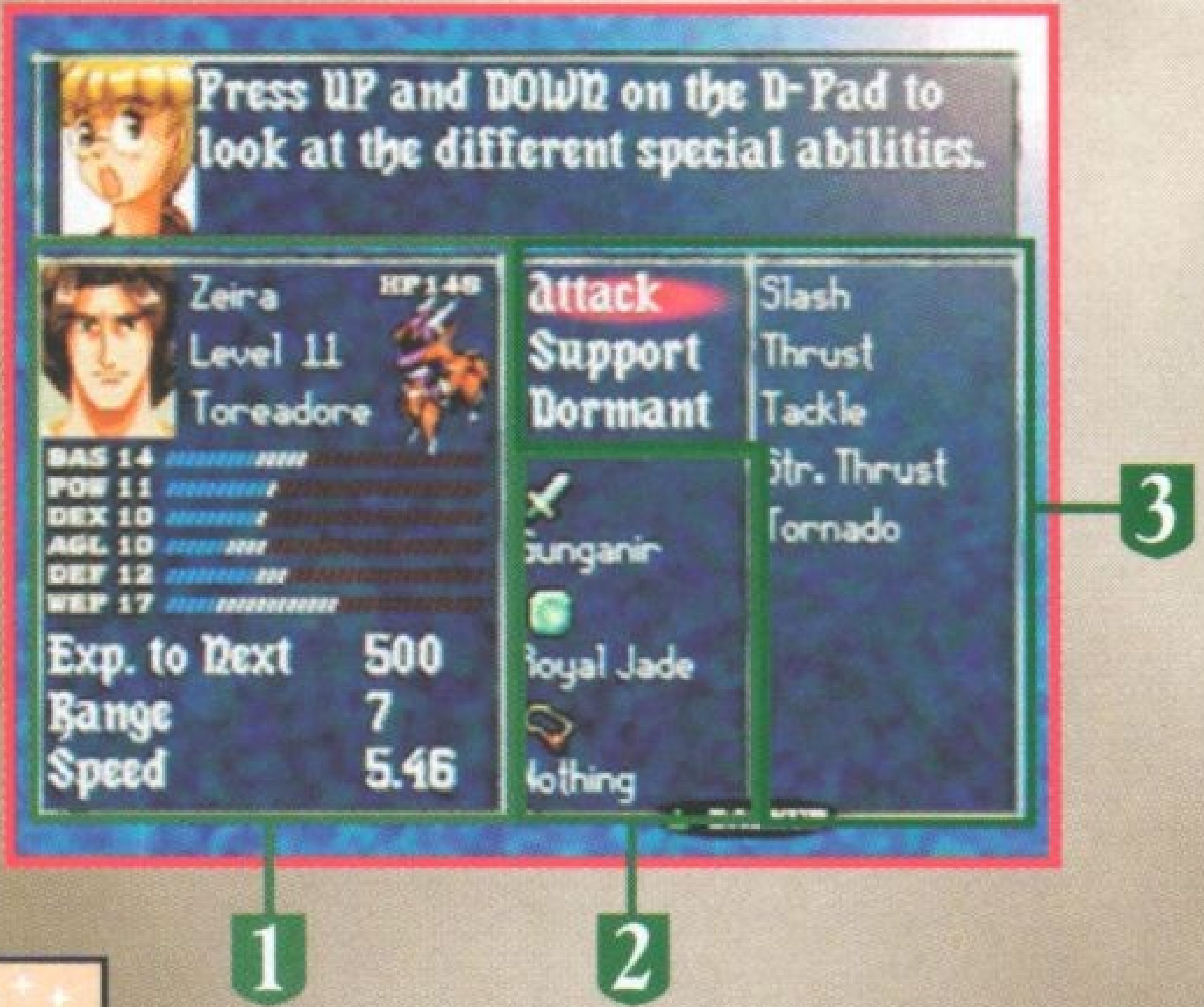
# Menu Screen

## Equip

**View character's current status and/or change their equipment or ATAC.** The Setup menu displays the following options: **Status**, **Equipment**, **ATACs**, and **Exit**. These options are described below.

### STATUS

**View a character's status, equipment and special abilities.** To check out a character's current status, select "**Status**" from the Setup menu and press the ⊗ button. Next, a list of characters that are in the party will be displayed. Move the cursor up or down to select a character. Once a character has been selected, press the ⊗ button. The information available on the Status screen is described below.




| | |
|---|---|
| 1 | ***Character Window.*** Displays character's name, HP (hit points), current level, and the name of their ATAC. Also shown in the character window, will be the character's current stats (blue blocks represent the character's natural abilities, white blocks represent the ATAC's abilities), experience points needed to raise to the next level, Range (the distance their ATAC can travel in one turn), and Speed (how quickly they react during combat). |
| 2 | ***Equipment Window.*** Displays what items a character currently has equipped. |
| 3 | ***Skill Menu.*** There are three selections on the Skill menu, **Attack**, **Support**, and **Dormant**. **Attack** displays the attacks a character has learned to use in combat, **Support** shows the character's defensive attacks, and **Dormant** shows the hidden attacks of a character. A list of these special skills will be displayed to the right of the Skill menu. |

## EQUIPMENT

**Change a character's equipment: Weapons, Stones, and Amulets.** To change a character's equipment, select "**Equipment**" from the Setup menu. Press the ⊗ button. A list of party members will be listed in the bottom left of the screen. Use the cursor to select a character. Press the ⊗ button.

A list of items that have been equipped to the character will be displayed. Now, move the cursor to select which piece of equipment to change. Press the ⊗ button. A list of them will be displayed showing which items can be equipped. ***Note: Only items in white can be equipped.***

Before the item is equipped to the character, check the character's stats to see how the item will affect them. The bars on each stat will flash showing how the item (good or bad) will affect each stat. Usually, it's best only to equip items that will increase their stats. After choosing an item, press the ⊗ button. The item will be equipped to the character. The replaced item will be put back into the inventory.

# Menu Screen

**ATACS** **Transfer party members to different ATACs.** Certain members of the party, whose names are written in white letters, have the ability to exchange ATACs. This allows them to take advantage of the special skills contained within each ATAC. To change a character's ATAC, select "**ATACS**" from the Equip menu. A list of party members will be displayed. Move the cursor to select a character. Press the ⊗ button. Next, a list of available ATACs will be displayed in the bottom left-hand corner of the screen. Now, move the cursor to select which ATAC to switch. Press the ⊗ button. The two characters will then switch ATACs. Remember, only ATAC written in white letters can be switched. The important features of this screen are discussed below.

**1** ***List of ATACs in the party.*** Only ATACs that are written in white letters can be switched.

**2** ***Character Window.*** Displays the character's current status. See page 22 for a complete list of the stats.

**3** ***ATAC Stats.*** Displays the stats for the ATAC that is going to be exchanged. This shows the ATAC's current user, graphic depiction of the ATAC, icon displaying the type of ATAC, and what items are equipped to the ATAC.

| ATAC Icons | | | |
|---|---|---|---|
| | ***Infantry*** | | ***Cavalry*** |
| | ***Light Infantry*** | | ***Ninja Soldier*** |
| | ***Heavy Infantry*** | | ***Flight Soldier*** |

**EXIT** **Exit the Equip screen and return to the Menu screen.**

# Save

**Save a game.** Before proceeding to the next mission, make sure to save the game. To help differentiate between save files, the save file will contain the following information: Current chapter, Bastion's current level, whether or not the mission has been completed, and the amount of funds collected during combat. To save the game, select "**Save**" from the Menu screen. Press the ✕ button. The save screen will be loaded. Select a save slot in which to save the game. Press the ✕ button. To overwrite the current file, select "**Yes**." The game will be saved. Finally, press the ✕ button to return to the Menu screen. To cancel and return to the Save screen select, "**No**." Use the L1 or R1 buttons to switch between Memory Cards. *Please do not remove the Memory Card during a save or a load.* ***Helpful Hint: Don't save in the same save slot. Be sure to rotate save slots when saving the game.***

# Load

**Load a previously saved game.** To load a previously saved game, select "**Load**" from the Menu screen. Press the ✕ button. The Load screen will then appear. Next, move the cursor to select which file to load. Press the ✕ button. The game will then be loaded. Use the L1 or R1 buttons to switch between Memory Cards. ***Please do not remove the Memory Card during a save or a load.***

# Quit

**End the game.** To confirm the decision to end the game and return to the Title screen, select "**Yes**." To cancel and return to the game, select "**No**."

# Understanding the Game Screen

After finishing all of the necessary tasks on the Menu screen, select "**Mission**" and the Game screen will appear. After a brief discussion between the game characters, the battle will begin. The key features of the Game screen will be described below.

1 ***AP and FP Gauges.*** Shows how the character is doing during the battle. These two gauges are described below.

***Action Points (AP).*** The character must have enough action points to carry out commands during combat. When the points have been used up, the character will be unable to react to combat situations. Any unused action points will be subtracted from the FP gauge at the end of the turn.

***Fatigue Points (FP).*** Every action that the character does causes them fatigue. When the character's FP gauge becomes full, he will not be able to carry out any commands for one turn.

2 ***Character Status.*** Displays the name of the currently selected character. The current and maximum value of their hit points will be displayed below their name.

3 ***Terrain Status.*** Shows the physical characteristics of the land, and the effect it has on the character. This displays the altitude at which the character is located (listed as "4H" on the screen shot), attack advantage (listed as "10%" on the screen shot), and what type of ground they're standing on (listed as "Forest" on the screen shot).

# Checking a Character's Status

During the course of a battle, it is extremely important that the character's status be continually checked. To quickly check a character's status, place the cursor on the character and press the ◎ button. The character's status will then be displayed. The main features of this screen is described below.

| | |
|---|---|
| 1 | Displays the currently selected character's name, level, and stone. |
| 2 | ***AP and FP Gauges.*** Displays the character's current/maximum AP and FP. |
| 3 | ***ATAC.*** Displays the name of the ATAC that the character is driving. |
| 4 | ***HP Gauge.*** Displays the character's current/maximum hit points. |
| 5 | ***Character's Emotional State.*** The character's success during combat is determined by his emotional state. There are four emotional states: **Angry** (affects the character's attack power), **Calm** (affects the character's agility), **Sad** (affects the character's defensive power), and **Happy** (affects the character's dexterity). The size (it does matter) of the face determines the current emotional state of the character. |

# Understanding the Game Screen

## Game Menu

By pressing the Start button, or by pressing the ✕ button when the cursor is not on a character, the Game menu will be displayed. There are seven options: **Units**, **Map**, **Turns**, **Tactics**, **System**, **Save**, and **Quit**.

**UNITS** **List all of the troops, friend or foe, on the map.** After selecting units from the Game menu, a list of all of the troops will be displayed. Ally troops will be written in blue letters and enemy troops will be written in red letters. The screen is divided into two halves: the top half will display the selected character's status, and the bottom half displays the list of troops.

There are two cursors on the Units screen. The first cursor is moved by pressing the Left or Right Directional Buttons. This cursor is used to organize the list of troops. The list will be organized by Name, Level, Range, Speed, or HP. The next cursor is moved by pressing Up or Down on the Directional Buttons. This will scroll through all of the soldiers that are located on the Game screen. If the ✕ button is pressed, the cursor will move to that soldier's current location. Press the △ button to return to the Game menu.

**MAP** **Displays a bird's-eye (overhead) view of the Battle screen.** After selecting **MAP** and pressing the ⊗ button, an overhead view of the complete Battle screen will be displayed. This is effective for planning battle strategy and checking on the location of troops.

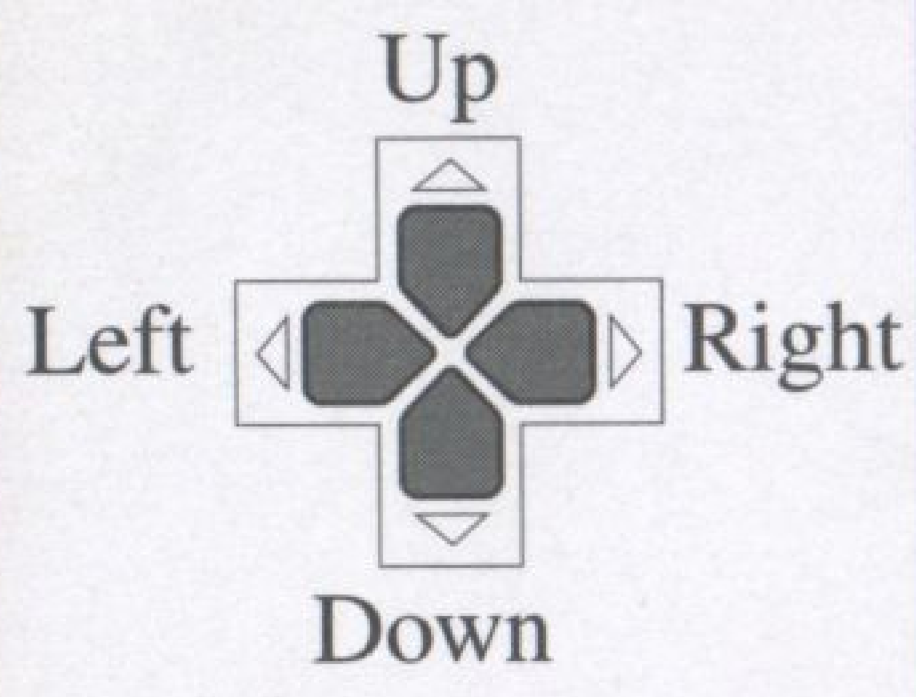
**TURNS** **List the order in which players attack.** This displays a list of characters in the order in which they will attack. The attack order is based on the character's stats. The higher the value, the sooner they will attack. The list shows a maximum of 32 turns. Comrades will be written in blue letters, while enemies will be written in red letters. Move the cursor up or down to view different characters. If the ⊗ button is pressed, the cursor will move to their current location. The list is constantly updated to show changes in the ally and enemy troops.

**TACTICS** **Mission objective.** After selecting this command, the mission objective will be displayed on the screen. Keep in mind the objective of the battle. It may be necessary to complete a certain goal, instead of trying to kill the enemy troops.

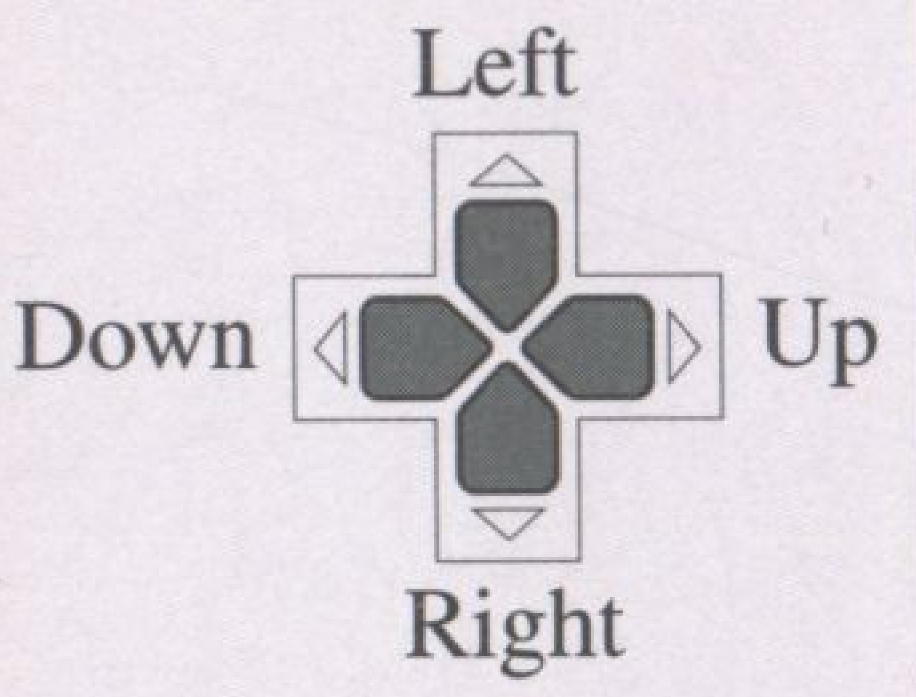
# Understanding the Game Screen

**SYSTEM** **Change game settings.** There are eight options that can be adjusted. They are as follows: **Cursor**, **V. Scroll**, **Map Zoom**, **Status Box**, **Msg. Speed**, **Sound**, **Battle Anim.**, **Vibration**. These options will be described below.

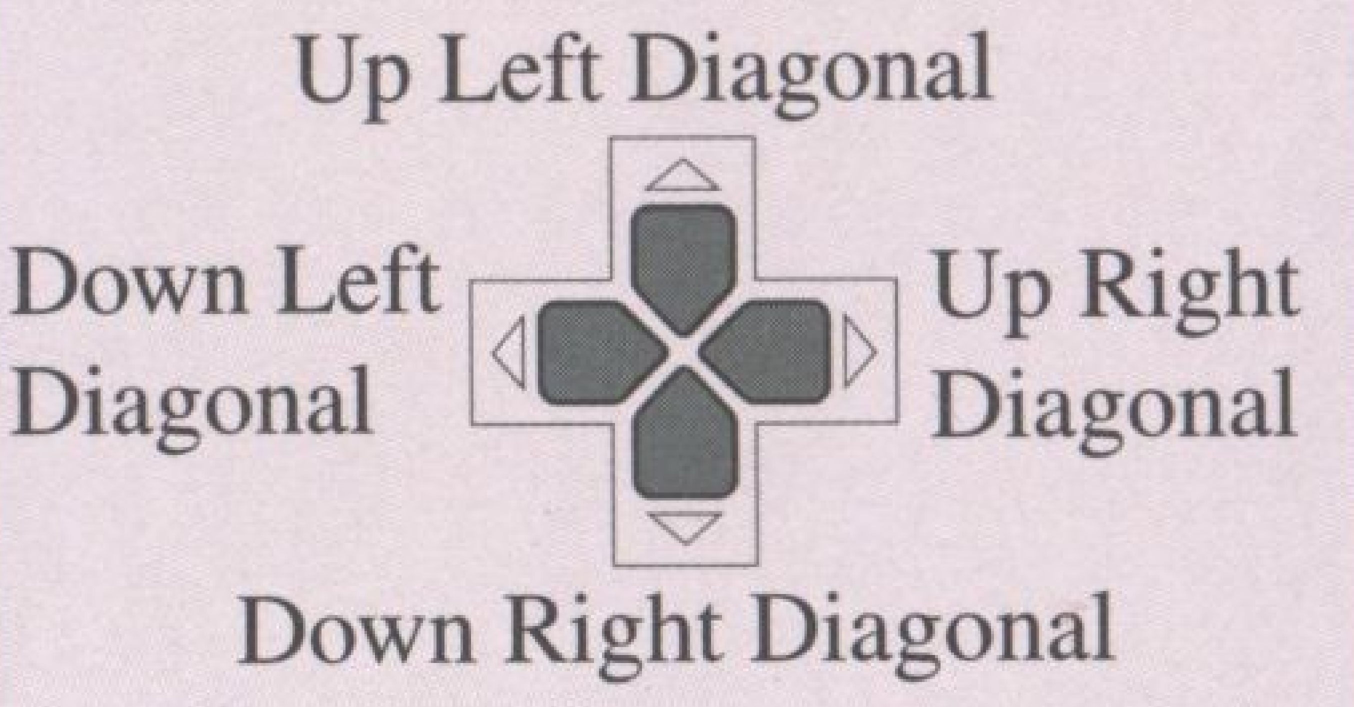
**CURSOR** **Determines how the cursor moves on screen.** There are three different options: **Right**, **Left**, **Center**. Use the Left or Right Directional Buttons to switch between the three options. How these options affect the Directional Buttons is described below.




Right Cursor Setting




Left Cursor Setting




Center Cursor Setting

**V. SCROLL** **Map will scroll vertically when changing altitude.** There are three different options: **On**, **Off**, and **Auto**. Select "**On**," to have the screen scroll up or down when the cursor moves to a new altitude. Select "**Off**," to disable this option. When the setting is set to "**Auto**," then the game will decide whether or not to scroll up or down when the altitude is changed.

## MAP ZOOM

**Zoom out to better view the Battle screen.** There are three different levels of zoom options: **60%**, **80%**, and **100%**. Use the zoom to get a better view of all of the troops on the Game screen.

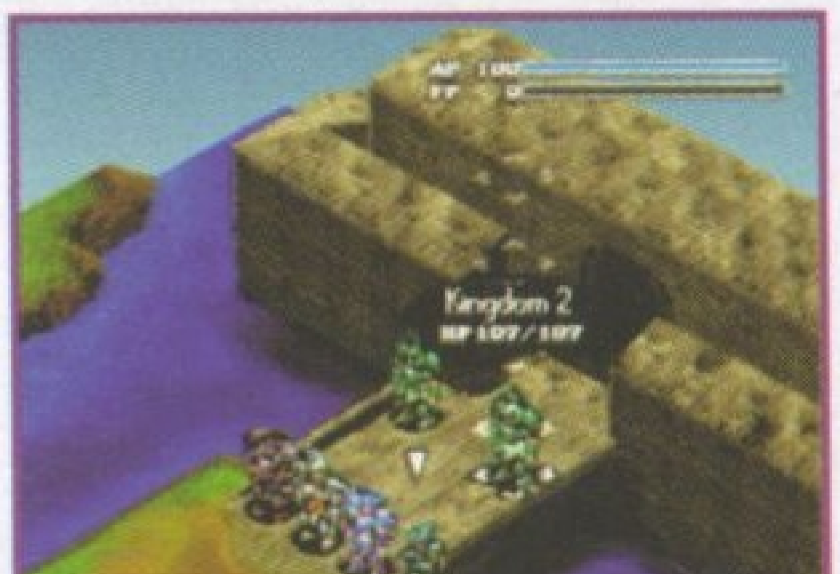
60% Zoom

80% Zoom

100% Zoom

## STATUS BOX

**Turn on or off the Character's Status box on the Game screen.** The Character's Status box can be turned on or off by selecting Status box from the System menu. If the options is set to "**On**," the Character's Status box will be displayed showing the name of the character and their current/maximum number of hit points. If the option is set to "**Off**," then no box will be displayed.




Status Box Option On

Status Box Option Off

# Understanding the Game Screen

**MSG. SPEED** **Message Speed. How fast text is displayed on screen.** There are three speeds at which the text can print on the screen: **Slow**, **Normal**, or **Fast**. To decrease the speed of the text, press the Left Directional button. To increase the speed of the text, press the Right Directional button.

**SOUND** **How the sound is heard.** The sound can be listened to in either "**Stereo**" or "**Mono**." Press the Right Directional button to change the setting to "**Mono**," or press the Left Directional button to change the setting to "**Stereo**."

**BATTLE ANIM.** **Battle Animation. Turn on or off the animations during a battle.** If the option is set to "**On**," then the fight between the two ATACs can be viewed. To speed up the game and play it in a pure military style, turn the animations "**Off**." Instead of showing the animation, the characters' Status boxes will be displayed to show how each ATAC fared during the battle. Press the Right Directional button to turn "**On**" the Battle Animations. Press the Left Directional button to turn "**Off**" the Battle Animations. During the game, the Battle Animations can be easily turned on or off by simply pressing the Select button.

Battle Animation On

Battle Animation Off

**VIBRATION** **Enable or disable the vibration for the DUALSHOCK™ analog controller.** To have the controller rumbling all over the place, set this option to "**On**," then to turn off the vibration, make sure the option is set to "**Off**."

**SAVE** **Save a game.** There is only one save file created for saving during a mission. Make sure to save only when Bastion and his comrades are doing good. If they start losing the battle, reload the mission from the last save. To reload this save file, select "**Load**" from the Title screen and select the last save slot.

To save the game, select "**Save**" from the Game menu. The save function has also been hot-keyed to the R3 button. After pressing the R3 button, the Save screen will then appear. There are three options: **Card 1** (saves the game to the Memory Card in Memory Card Slot 1), **Card 2** (saves the game to the Memory Card in Memory Card Slot 2), and **Cancel** (the game will not be saved). To save the game, select "**Card 1**" or "**Card 2**." To overwrite the existing save data, select "**Yes**." Press the ⊗ button and the game will be saved to that Memory Card. To cancel and exit the Save screen, select "**No**."

# Quit

**End the game.** To confirm the decision to end the game and return to the Title screen, select "**Yes**." To cancel and return to the game, select "**No**."

# Understanding the Battle Screen

## Battle Menu

The Battle menu contains the following commands: **Move**, **Attack**, **Skill**, **Info**, and **End**. The "**Attack**" option will only be displayed when there are enemies to attack. Likewise, the "**Skill**" option will only be available to characters whose ATAC is capable of carrying out different skills. These options are described below.

### MOVE

**Move the character on the Battle screen.** In order to move the character, first move the cursor so that it is on the character, or press the ◻ button and the cursor will move to the appropriate character. After pressing the ⊗ button to access the Move menu, use the cursor to highlight the "**Move**" option. Press the ⊗ button. The available area that the character can move will be displayed in a blue color. Next, move the cursor to the new location within the blue area, where the character will be moved. Press the ⊗ button. The character will then move to that location. Now use the Directional Buttons to choose which direction the character will face, North, East, South, or West. Usually, it's best to have them facing the enemy (Duh!).

The distance a character can move is based on their range. If the character only moves a portion of their range, they will be allowed to move again. However, each move uses up valuable AP points while increasing their FP points. Remember, when their FP points raise to 100, they cannot carry out any commands for one round.

## ATTACK

**Engage in battle with the enemy.** After moving the character next to an enemy ATAC, the "**Attack**" option will become available. To attack the enemy, select "**Attack**" from the menu. Press the ⊗ button. A list of the Character's attacks will be displayed.

There are two important boxes that will be displayed after "**Attack**" is selected. The top box will list the name of the attacks, the amount of action points required to do the attack, and the number of points that will be added to their fatigue points.

The bottom box will display the character's Attack (strength of the attack), Range (the distance they can attack), Hit percentage (the success of the attack), and Type (the kind of damage the attack will have on the enemy).

After selecting which attack to use, press the ⊗ button. The cursor will automatically select the enemy with the lowest hit points. However, the cursor can be moved to select another enemy. Once an enemy has been selected, press the ⊗ button. The Attack Status screen will appear. The information on this screen is described on page 37.

To proceed with the attack, press the ⊗ button. The attack will commence. If the Battle Animations are "On," then the Battle screen will be displayed. If the Battle Animations are "Off," then the damage done to the characters will be displayed in the Attack Status screen. To cancel and return to the previous screen, press the △ button.

After the attack has been carried out, the Battle Menu will be loaded allowing the character to continue to carry out commands.

# Understanding the Battle Screen

**SKILL** **Use special character skills to aid allies or attack enemies.** Skills can be used to benefit an ally, or to affect the enemy. Skills can only be used when an ally or enemy is within range. To use a skill, select "**Skill**" from the menu. Press the ⊗ button. A list of the character's skills will be displayed.

There are two important boxes that will be displayed after "**Skill**" is selected. The top box will list the name of the skills, the amount of action points required to do the attack, and the number that will be added to their fatigue points.

The bottom box will display the character's Ability (description of the skill), Range (the area the skill will affect), and Type (who will be affected by the skill).

After selecting which skill to use, press the ⊗ button. Next, decide who to use the skill on, an ally or an enemy. Press the ⊗ button. The skill will then be executed. To cancel the use of the character's skill and return to the previous screen, press the △ button.

## ATTACK STATUS SCREEN

**View the character's and the enemy's status before engaging in combat.** The Attack Status screen will display the "attacker" on the left-hand side and the "attackee" on the right-hand side. The key features of this screen will be described below.

**1** ***Character Status.*** Displays the current/maximum value for AP, FP and HP. Also the character's name will be displayed below their picture. Their current level will be listed to the right of their name. Note: If the Battle Animations are "Off," then an attack bar will be displayed below their HP. This attack bar will graphically display how successful the attack was.

**2** ***ATAC name and Assist.*** Displays the name of the character's ATAC. Below the ATAC's name will be the Assist percentage. This percentage is based on how many ally ATACs are surrounding the enemy. To the right will be a display to show where ally ATACs are located around the character. These ATACs will be displayed with a red "X."

**3** ***Name of Attack and Hit percentage.*** The name of the character's attack will be listed on the left. The hit percentage (the success of the attack) will be displayed on the right.

**4** ***Enemy Status.*** Displays the current/maximum value for AP, FP and HP. Also the enemy's name will be displayed below their picture. Their current level will be listed to the right of their name. Note: If the Battle Animations are "Off," then an attack bar will be displayed below their HP. This attack bar will graphically display how successful the attack was.

**5** ***ATAC name and Assist.*** Displays the name of the enemy's ATAC. Below the ATAC's name will be the Assist percentage. This percentage is based on how many enemy ATACs are surrounding the defender. The display to the right shows where other enemy ATACs are located around the character. These will be displayed with a red "X."

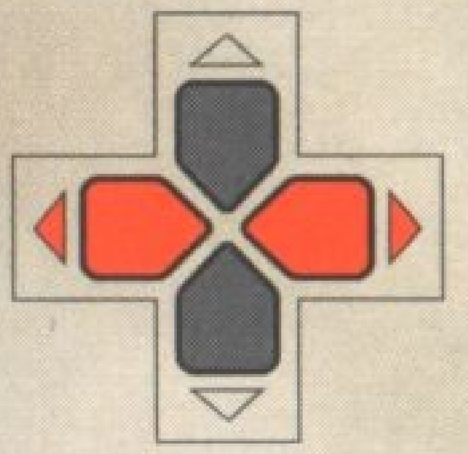
**6** ***Name of Attack and Hit percentage.*** The name of the enemy's attack will be listed on the left. The hit percentage will be displayed on the right.

# Understanding the Battle Screen

**INFO** **Obtain key information about the Character's status.** After selecting "**Info**" from the menu, press the ⊗ button. The info screen will appear. The information on this screen will be listed on two screens. Move the Left or Right Directional Buttons to switch between the two screens. The valuable information contained on these screens is listed below.

1

2



Move Left or Right to switch between the two screens.

3

| | | | | | |
|---|---|---|---|---|---|
| 1 | ***ATAC Stats.*** Displays key information about the character's ATAC. This shows a graphic depiction of the ATAC, an icon displaying the type of ATAC, the name of the ATAC, and currently equipped items. | 2 | ***Character Window.*** Displays character's current information. The top of the screen displays their current stats. Also, the current/maximum value of AP, FP, and HP, and their current emotional state will be listed. Finally, it will list their Name, Current Level, Experience Points needed to raise to the next level, Spirit Value, Range, and Speed. | 3 | ***Skill Menu.*** There are three selections on the Skill menu, Attack, Support, and Dormant. **Attack** displays the attacks a character has learned to use in combat, **Support** shows the character's defensive attacks, and **Dormant** shows the hidden attacks of a character. A list of these special skills will be displayed below the Skill menu. |

**END** **Ends the character's turn.** After selecting "**End**," the character's turn will be ended and the next character's turn will begin.

## Defend Against Enemy Attacks

Of course, the enemy will not stand by and die peacefully; they will attack! Therefore, it's important to know how the character can counterattack them. This defensive menu will be displayed when they try to attack. The top of the screen will display the Attack Status screen, and the lower right of the screen will display the Defense menu. The Defense menu contains the following options: **Go!**, **Attack**, **Defend**, **Avoid**, **Counter**. Only options written in white letters can be carried out. These options will be discussed below.

**GO!** **Executes the counterattack.** After selecting Attack, Defend, Avoid, or Counter, choose "**Go!**" The character will then carry out the defensive maneuver that was selected. If the Battle Animations are turned "On," then the Battle screen will be displayed. If the Battle Animations are turned "Off," then the damage to the two characters will be displayed in the Attack Status screen.

**ATTACK** Carries out an all-out counterattack. After selecting "**Attack**" from the menu, press the ✕ button. Next, select which type of attack to use on the enemy. Before selecting an attack, notice that this counter-attack will not cost any action points; however, there will be a hefty FP cost. Once a decision has been made, press the ✕ button. The screen will return to the Action Status screen. The Attack name will then appear along with the percentage of success. Select "**Go!**" to carry out this command.

# Understanding the Battle Screen

**DEFEND** **Withstand an enemy attack.** The character will get hit by the enemy; however, the amount of damage they receive will be somewhat less than normal. It does have a high FP cost of 30. Also, if the attacker comes from behind, there is no way to defend against it. In this case, it would be better to select the Avoid option.

**AVOID** **Dodge the enemy attack without receiving damage.** It's best to try to avoid an attack, since the character will not receive any damage. On the other hand, if the enemy is successful in its attack, the character will receive the full amount of damage. The FP cost for trying to avoid the attack is 20. If the character is attacked from behind, select "**Avoid**."

**COUNTER** **Executes a full-blown counterattack.** If "**Counter**" is selected from the Defend menu, then the character will attempt to deflect the enemy's attack and counter with a 1.20-strength attack. The FP cost will be 20. If the character misses the deflection, then the enemy attack does full damage on the character.

# When the Battle is Over!

Every time that the character successfully hits an ATAC, they will be rewarded with experience points (Exp. for short). If they engage in combat and miss the enemy, then they will not be rewarded with Exp. or Money. The only time that Money will be awarded to the character is if the enemy ATAC is successfully destroyed. To exit this screen and continue playing, press the ✕ button.

# Raising a Level!

After the character has earned enough points to raise to the next level, the following screen will appear. The top box shows the character and the following stats: **BAS**, **POW**, **DEX**, **AGL**, **DEF**, and **WEP**. The player can decide how to allocate the number of points received. First, move the cursor Up or Down to select which stat to increase. Press the Right Directional Button to add experience points to that stat. To remove the current experience points, press the Left Directional Button; points cannot be removed from their existing stats. After allocating the experience points, press the ✕ button. To confirm these new stats, select "**Yes**." Press the ✕ button. Their stats will be updated and the game will continue. To change none of the stats, select "**No**." Press the ✕ button to return to the previous screen.

# Song Lyrics

## Believe My Heart (Japanese)

How much sadness must you pass through,
to be allowed to dream?

You take that sword in your hand
and open those gates to grasp tomorrow,
A bundle of lights comes out of the fog,
come on, the warm thoughts in this breast!

Ah-, now, accept the legendary light, and fly off
You can do it, because you believe
Yes, the future always shines for you

Spreading both hands
Ah-, run past, believe my heart.

## Believe My Heart (English)

To be free
how much anguish will you have to bear?

Sword in hand, swear on the dead
vengeance is soon to come.

Embrace light,
choose the path of just nobility.

Past the dark,
there's a future bright and new,
if just you choose to see it.

Beating within, the hope resides deep in your soul
Heed that emotion true
And believe there must be more.

Ahhhhh, there is a truth we must believe
To find the strength to follow through
Binding the fear within
as we press on toward the future–now.

So, follow the voice within your soul
Leading you to that lofty goal.

Spreading your wings is just the start.

All that you must do is free your heart.

## Together (English)

I–harbor feelings of contempt now...
True–it's my fate...that haunts me.
I–feel the hands of time advancing
A wind cold as ice runs me through
Unguarded hearts cannot the sad journey make
The crushing weight of guilt consumes me.

I–hide the wounds that speak of weakness
A path–to the pain deep inside.
I–see the burning ground advance in dreams.
A terror striking deep in my soul...
Tomorrow holds the promise of release
But only true believers see it...

So embrace that goal
Believe just what you must.

Advancing fast toward the goal of tomorrow

Even
through all the sorrow
A paradise
lies there for those reaching out
Pleading
On time that's borrowed
Escape this reality
The senseless brutality
A shimmering promise of changes to be.
Until death you fight
Take care only to trust
Just those that hunger to see an end to sorrow.
As the end draws near banding close becomes a must
Together promise to make a new tomorrow
Eyes straight ahead, fighting to live freely
Together all, toward that bright tomorrow.

## Together (Japanese)

AH-, O person who walks off, be burdened with fate
AH-, violently blowing wind, continue endlessly
In the direction the heart points,
advance without hesitating
AH-, burning ground, wounded warrior
AH-, people lose the light, frozen hearts
Dreaming of that place, now just believe
No matter how far away tomorrow is
Let's run forward
Then, at the end of the long journey,
You'll find your own answer
Now, many things become one in your heart
Surely a wonderful comedy performance,
of life is coming on
Continue to the location of light
No matter how far away tomorrow is
Let's run forward
Then, at the end of the long journey,
You'll find your own answer
All together, for tomorrow
All together, risk everything

# Translation Notes

Hello again! Glad you took the time to pick up Vanguard Bandits and read the manual, of all things!

Vanguard Bandits started its life in Japan as Epica Stella. We came across it by means of a friend we acquired at Human Entertainment during our licensing of Vasteel way back in the days of the TurboGrafx-CD system. He had stayed in contact with us over the past seven years or so since that game and had been sending titles to us for review on a regular basis. Since Human specialized primarily in sports games (including the awe-inspiring FirePro Wrestling series), there was little we saw to license...until now.

Epica Stella isn't the most advanced mech-style simulation game we've ever seen. It isn't even the prettiest. But, with a butt-kicking story told from multiple storylines involving multiple perspectives, it is one of the best experiences as a game, and that makes it ADDICTIVE. And, as any gamer knows, addictive is goooood. While playing you WANT to know what comes next. And, when replaying the game on an alternate branch, there are lots of "oh so THAT's what happened" moments, too. By the time you finish all three branches, it really feels like finishing a good book. So, when it came time to put up or shut up on the licensing of this gem, we put up and set about translating.

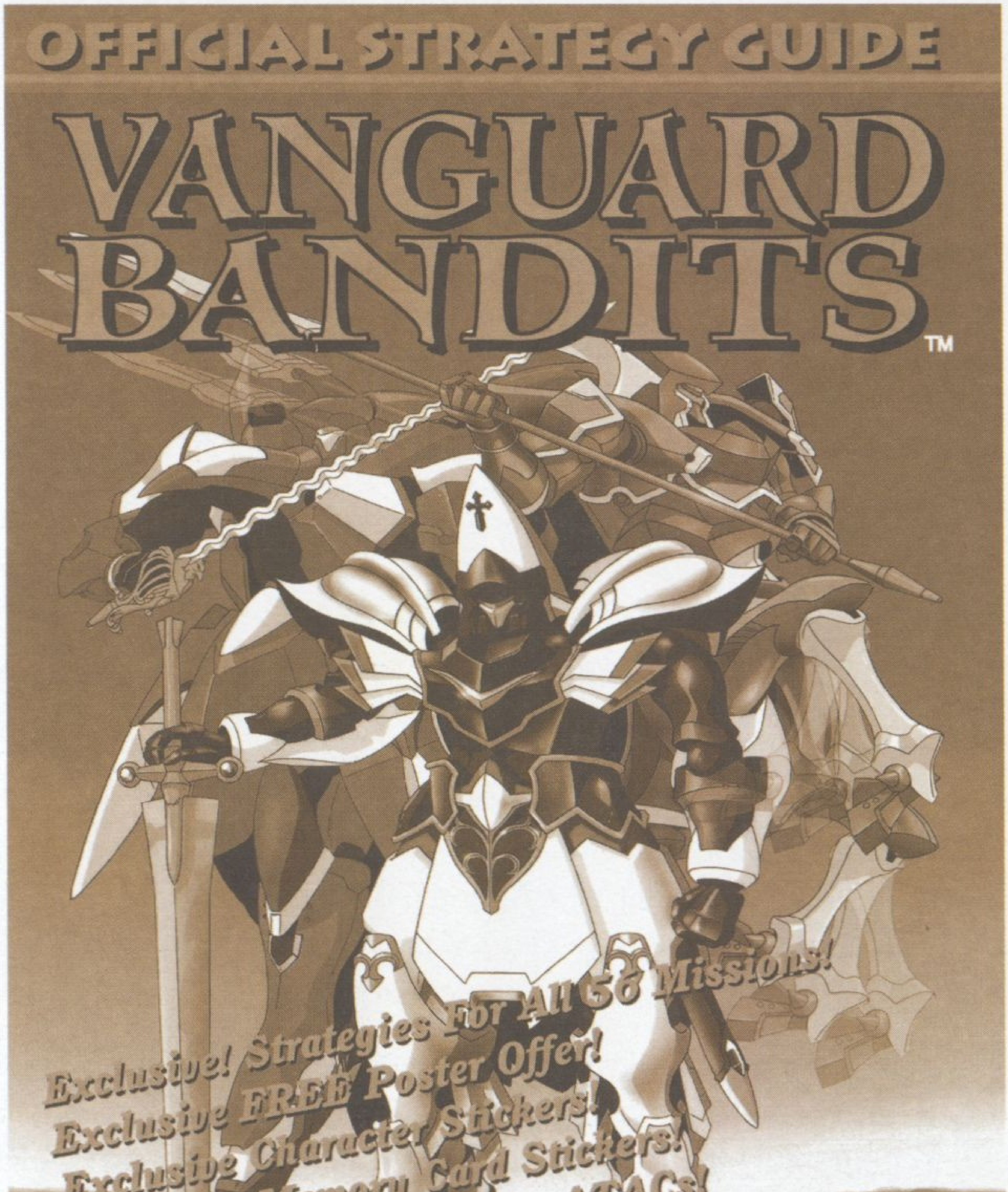
The first thing to go in translation was the original name. It moved nearly everyone who heard it to wail "STEELLLAAAA" in that very *Streetcar Named Desire* way. Not a good association. Sooo, we renamed it Detonator Gauntlet. Oops. A certain publisher with rights to one of those two names wasn't happy. Name change again. Vanguard Bandits. Beautiful.

Once in the nuts and bolts of the game, we added help prompts for the player for menu navigation and consolidated the save/load system. Originally, the in-game saves were on a completely separate menu on the Title screen, and it was confusing as to whether you wanted to "load" or "continue," since both were there. Now all are in one area and it's a little more obvious what they do.

The other big change we made was that a "surround" assist mode was added where you could get extra help in attacks if you had your friends surrounding the target with you. Conversely, the enemy could also attack or defend more if he had support around him. This added a little more strategy to the actual battles.

Finally, a few extras were put in for users that try to finish all three branches and five endings. To carry the running count forward, be sure to "Load Stats" before starting a new game to get to the other branches. At least one branch can only be reached when you've played the game through once and have that save data.

Well, that's about it for this one. Enjoy the game. Enjoy the massive LUNAR 2: Eternal Blue demo we've included. We'll see you soon with that game. Thanks for your continued support, and remember: We're nothing without you!


OFFICIAL STRATEGY GUIDE
VANGUARD BANDITS
TM
Exclusive! Strategies For All 68 Missions!
Exclusive FREE Poster Offer!
Exclusive Character Stickers!
Exclusive Memory Card Stickers!
Exclusive Find All Secret ATACs!
WORKING DESIGNS

# Vanguard Bandits Strategy Guide

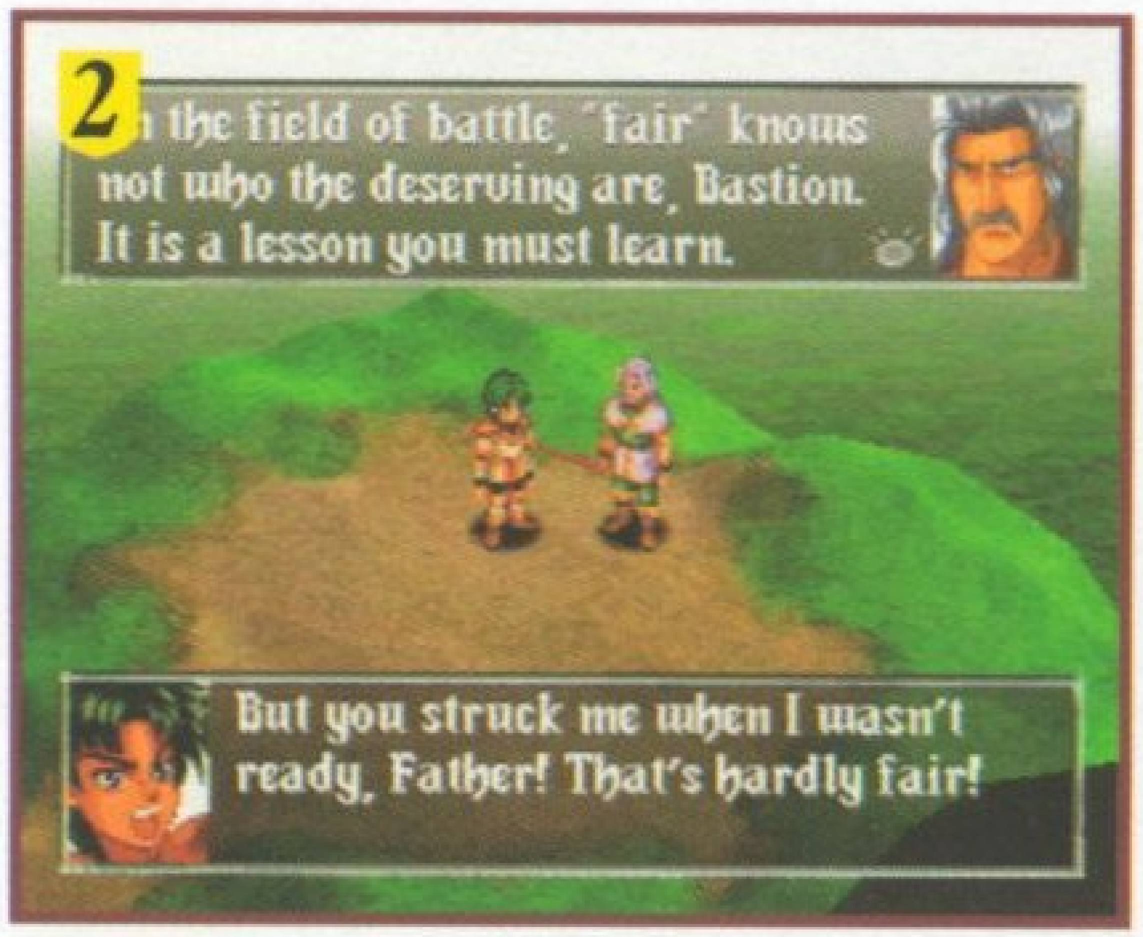
Due to the complex nature of **VANGUARD BANDITS**, we thought we would show a little mercy and include walkthroughs of the first two missions of the game, taken straight from our Official Strategy Guide. However, we've minimized some of the text to make it fit within the packed pages of this manual. We also weren't able to squeeze in the first 30+ pages of the Guide, which contain dozens of charts filled with information on weapons, items, statistics, morale, and enemy ATAC. But we've made sure to give you enough of a taste of the Guide that you're guaranteed to run out and purchase it. (Nothing like a shameless plug. How do we live with ourselves?)

Because **VANGUARD BANDITS** has semi-randomized gameplay–such as, to give one tiny example, the hit percentages of various attacks–and because each battle can thus unfold in many different ways, it's impossible for us to give you specific walkthroughs. Believe me, we tried, and our brains are still recovering from the effort. (Then again, our brains get tired when we think too hard about where to go for lunch.) What we've done instead is outlined the major events which occur in each mission, listed which ATAC you'll be fighting, and formulated battle strategies which you may or may not choose to follow. It's all about freedom of choice, man.

We've also summarized the story developments which take place before and after each mission, because we thought you'd probably wanna know what the heck's going on, and because it also gives us an opportunity to rip on ourselves, which is strangely satisfying. So read on, sally forth, and whoop Imperial booty!

# The Plot Thickens

▲ The very first cut-scene in **BANDITS** takes place on a scenic mountaintop, where Bastion and Kamorge prepare for battle by beating up on each other with wooden sticks.




▲ How this helps them better control their robotic warriors, we're not entirely sure. Perhaps it's best if we follow the "don't ask, don't tell" policy, y'know what we're sayin'?

▲ After Kamorge strikes Bastion upside the head to demonstrate his lack of skills, two more characters arrive on the scene: chubby, bespectacled Puck and stressed-out Milea.

▲ The nearby village of Fruah is under attack, and Milea pleads with father and son to intervene. Bastion agrees and scurries to his waiting ATAC, while Kamorge curses the Empire for finding him.

▲ Before leaping into battle, Bastion verbalizes his bloodlust, and Kamorge tries to calm him down with Yoda-like platitudes, to little avail. The kid wants to get it on!

▲ You have now officially entered **Mission 1: Destiny's Child**, where you will experience combat for the very first time. How cute!

# MISSION 1: DESTINY'S CHILD

## Battlemap

## Encounters

After Kamorge strikes an Imperial Soldier from behind for the first time in the battle, the Soldier responds with a smart-alecky "**You fight well for an old man...but I harbor no respect for my elders!**" Ooh, what a burn.

## Events

**1** After Bastion's second turn, **Ione** and **Reyna** appear on the eastern edge of the battlemap, and Bastion is given a choice of two comments. Regardless of what Bastion says, both of them charge into battle and attack the Imperial Soldiers. The different replies trigger different conversations between Bastion and Reyna. Select "**Who are you?!**" to amuse Reyna; select "**Do you fight for the Empire?**" to make Reyna mildly angry at your silliness.

## Enemies

IMPERIAL 1 (L3 - F3500)

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 56 | 5 | 5 | 4 | 4 | 3 | 7 |

IMPERIAL 2 (L3 - F3500)

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 52 | 4 | 5 | 3 | 5 | 3 | 8 |

IMPERIAL 3 (L2 - F3500)

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 50 | 4 | 4 | 4 | 3 | 3 | 7 |

IMPERIAL 4 (L2 - F3500)

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 46 | 3 | 5 | 3 | 4 | 3 | 7 |

L = LEVEL F = FUNDS

# Strategy & Tactics

★ Your primary goal in this very easy mission is to prevent everyone else from **bogarting Bastion's kills**–especially if you have hopes of making your way onto the **Empire mission branch**, which requires Bastion to reach Level 8 after the first three missions (one of the most challenging tasks in the game). In fact, you don't want Kamorge to score any kills, because he is already strong like bull, and because...well, let's just say a palm-reader would surely notice Kamorge's abbreviated lifeline.

▲ The roof, the roof, the roof is on fire. We don't need water, let it burn...er, I mean, we must extinguish this blaze at once!

★ Here are step-by-step instructions for earning three kills with Bastion and advancing to Level 5. Because of **BANDITS'** semi-randomized combat, this walkthrough won't work every time–but it will work more than half the time, which is about all you can expect. Save at the beginning of each turn, and restart from that point if events don't unfold the right way. This might seem like cheating, but we think of it more as making minor adjustments to the space-time continuum.

▲ Bastion questions Reyna when she barges into the battle, and does his best Regis Philbin impression: "Is that your *final* answer?"

★ **Bastion (Turn #1):** Walk north three spaces, so you're standing on the west side of the gap in the edge. Face east and end your turn.

★ Bastion is attacked by **Imperial 4**. What a silly little man! Counter with a **Thrust**.

★ Bastion is attacked by **Imperial 3**. Counter with a **Thrust**.

★ **Bastion (Turn #2):** Attack Imperial 4 from the side with a **Thrust**. You like that, soldier boy? Huh? Huh?! End your turn.

# Strategy & Tactics

▲ Having already racked up two kills, Bastion is in prime position for his third. Move behind Imperial 2 and stab him in the back.

★ **Ione** and **Reyna** show up (**Event #1**). Either of the two responses will suffice, but the resulting conversations will be different, as noted in the Events box on the previous page.

★ Bastion is attacked by Imperial 4. Counter with a **Thrust.**

★ **Bastion (Turn #3)**: Attack Imperial 4 with a **Thrust.**

★ **Bastion (Turn #4)**: Attack Imperial 3 with a **Thrust**. You score the kill and advance to Level 4. You also gain 3,500 bucks (noted in the Enemies chart on Page 48). Increase your **POW** to 6 (which does not include the white bars–they indicate the ATAC stat-boost, not Bastion's natural talents) and your **DEX** to 5. Move one square north-east, then face west (looking directly at Imperial 4) and end your turn.

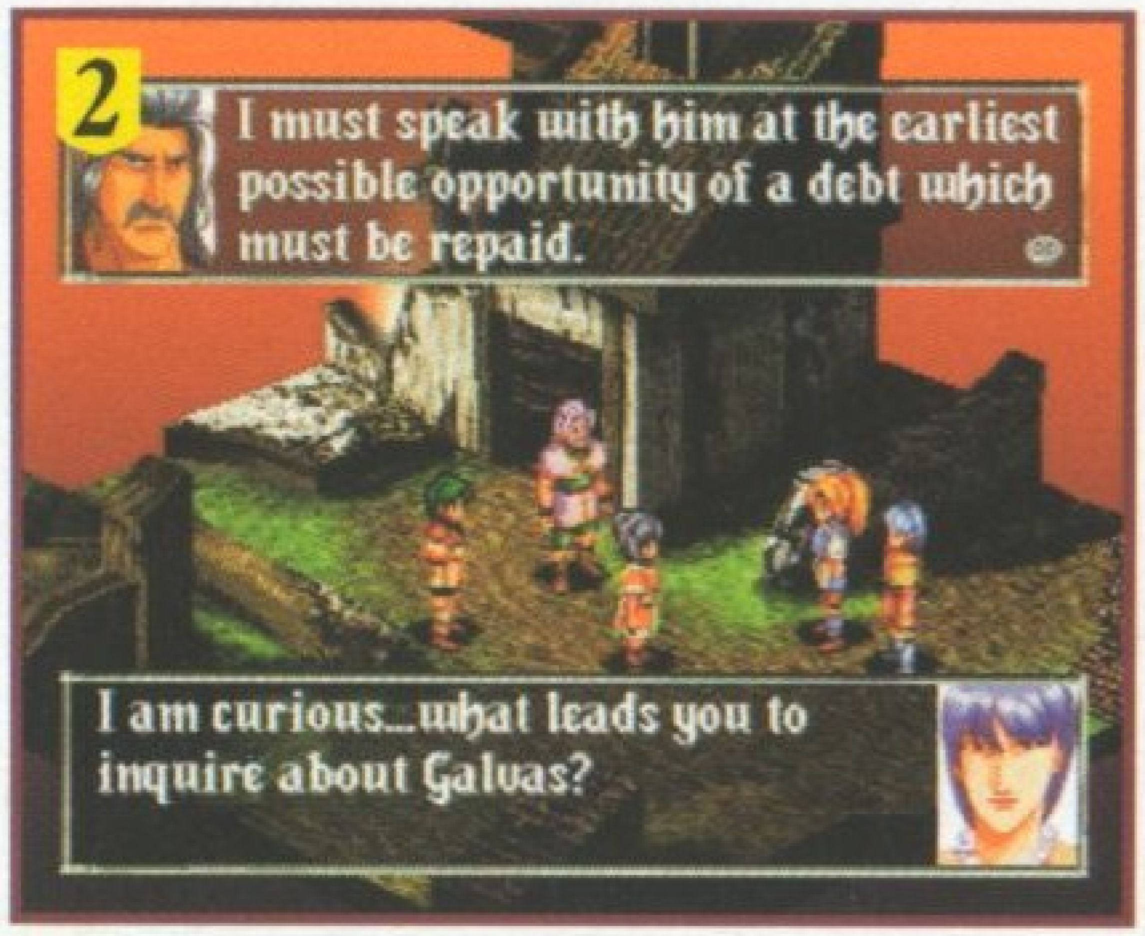
★ Bastion is attacked by Imperial 4. Counter with a **Thrust** for your second kill and another 3,500 smackers.

★ Bastion is attacked by Imperial 2. Counter with a **Thrust.**

★ **Bastion (Turn #5)**: Walk behind Imperial 2 and attack with a **Thrust** for your third kill. You advance to Level 5. Increase your **BAS** to 7, which gives you the lovely **Str. Slash attack**. Rock on!

# The Plot Thickens...

▲ After whipping the Imperials, everyone gathers in front of the flame-broiled home to introduce themselves. Ione and Reyna turn out to be soldiers of the Avalon Defense Corps.




▲ Kamorge asks if they know a man named Galvas–the Corps Commander of the Pharastia Kingdom–and indeedy they do. Kamorge then asks the ladies to take him to Galvas, but won't say why.

▲ After a moment's consideration, the easily swayed Ione agrees to bring Kamorge and Galvas together. Reyna is dubious, but doesn't wanna rub Ione the wrong way, so she reluctantly agrees as well.

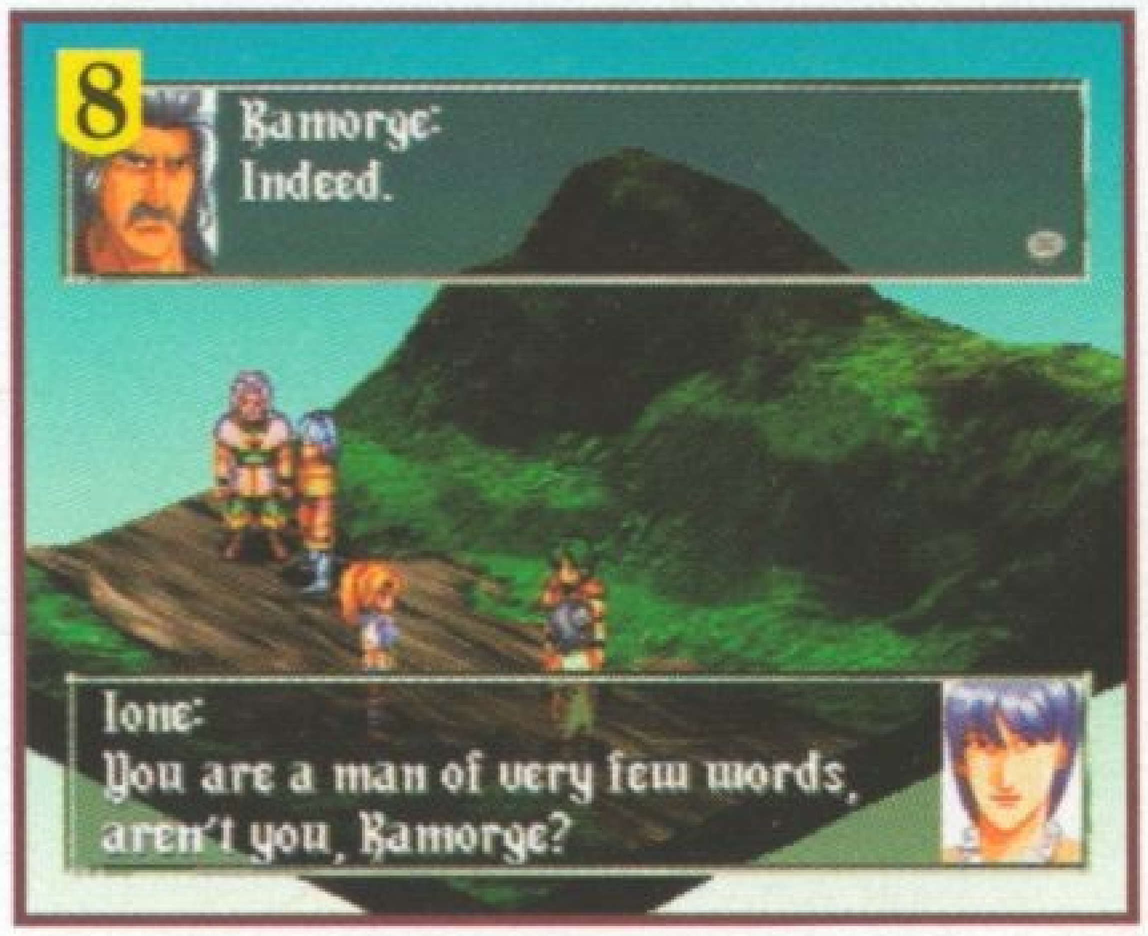
▲ When Bastion asks what will happen to the village, Kamorge says his presence is what caused the Empire to attack, but won't elaborate, leaving Bastion frustrated.

▲ While Kamorge and Bastion depart with their new friends to find Galvas, we're introduced to two new characters: Faulkner, leader of the evil Empire's forces, and Sadira, the Imperial Princess.

▲ Sadira confronts Faulkner about the naughty things his soldiers are doing on the borders of the Empire, and announces her intent to observe Faulkner's troops firsthand.

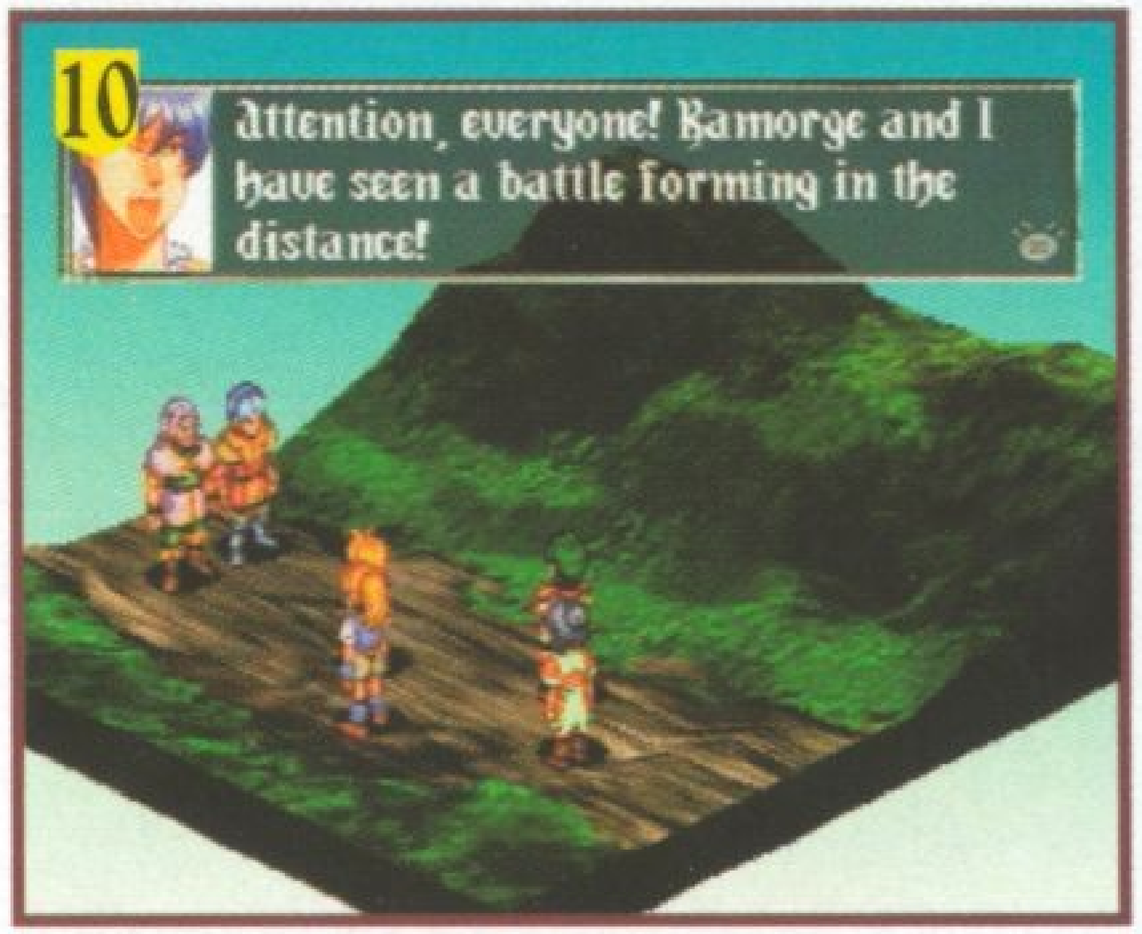
# Strategy & Tactics

▲ We return to Bastion to find him and his pals headed for Araba Castle, located near the Kingdom/Empire border. But it isn't long before Ione detects damage to her ATAC, and the parade grinds to a halt.

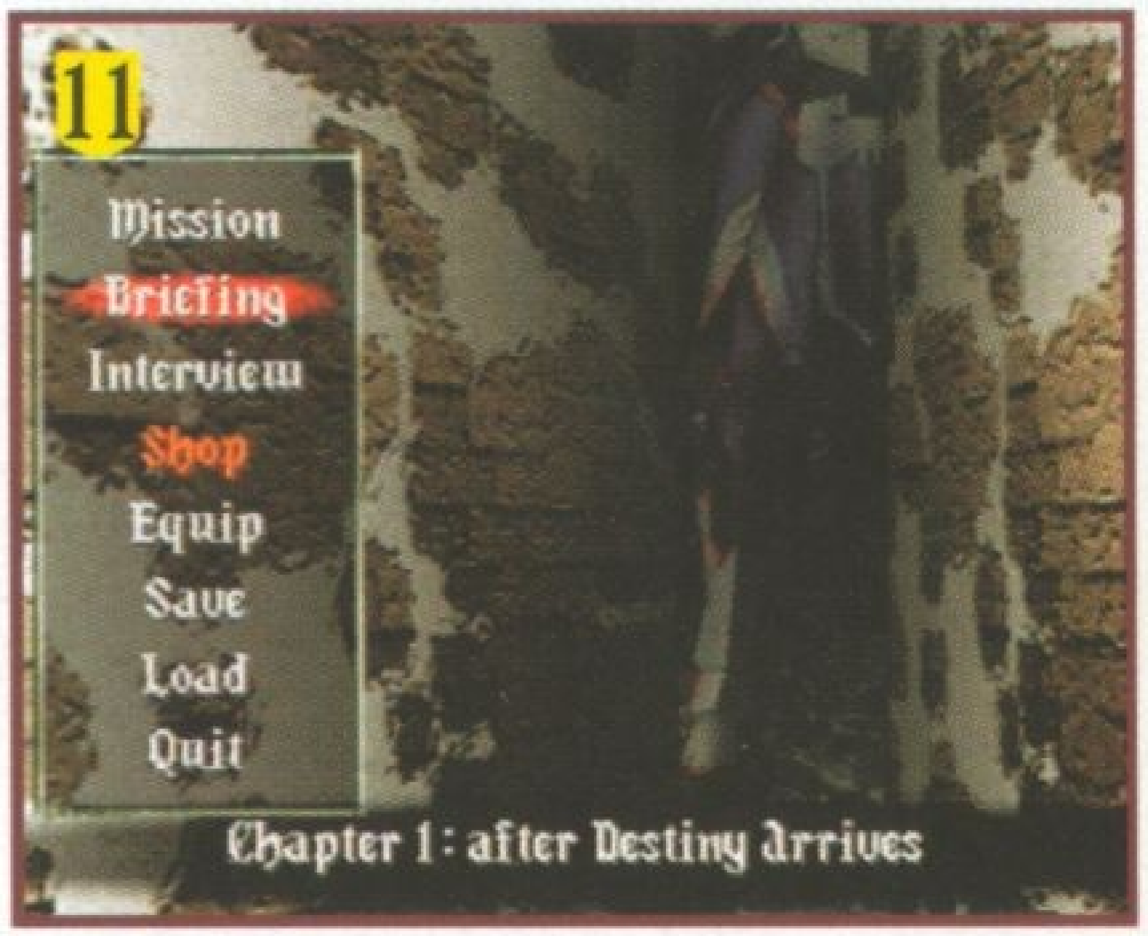



▲ As the little Puckster uses chewing gum and bailing wire to patch up the Barazaph, Ione and Kamorge valiantly attempt to make conversation, while Bastion and Milea chat it up with Reyna.

▲ We learn that Milea is an orphan who was taken in by Kamorge as an infant, and we also learn that Bastion has an amusing sexist streak. (Well, amusing if you're sexist.)




▲ The idle chit-chat swiftly ends when Ione and Kamorge notice a battle under way in the distance. Everyone gets into their ATAC and heads out to see what the dilly, yo.




▲ Here is your first-ever pre-battle menu screen. Save the game, do some interviews, take a good look at the Briefing, and select Mission when you're ready to move on.

▲ In the blink of an eye (and the double-speed loading of a couple megabytes' worth of data), you're participating in **Mission 2: Bandit Brigade**.

# MISSION 2: BANDIT BRIGADE

## Battlemap

## Events

**1** **Barlow** and **Devlin** move here after Kamorge attacks Bandit 7 at the beginning of the mission and remain here, back-to-back for the rest of the battle. They never attack, choosing only to defend themselves when attacked by Imperials.

**2** **Franco**, **Halak**, and **Sadira** appear here after Bandit 6's first turn and stay put until attacked, after which they attack the Imperials.

# Enemies

**BANDIT 1 (L6 - F3500)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 74 | 8 | 8 | 6 | 3 | 5 | 7 |

**BANDIT 2 (L5 - F3500)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 68 | 7 | 7 | 5 | 4 | 4 | 7 |

**BANDIT 3 (L4 - F2000)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 49 | 4 | 4 | 4 | 9 | 3 | 8 |

**BANDIT 4 (L4 - F2000)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 53 | 5 | 6 | 5 | 4 | 3 | 9 |

**BANDIT 5 (L4 - F2000)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 57 | 6 | 6 | 4 | 3 | 3 | 10 |

**BANDIT 6 (L4 - F2000)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 53 | 5 | 7 | 4 | 4 | 3 | 9 |

**BANDIT 7 (L3 - F2000)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 47 | 4 | 5 | 4 | 4 | 3 | 9 |

**BANDIT 8 (L3 - F2000)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 55 | 6 | 4 | 4 | 3 | 3 | 9 |

**BANDIT 9 (L3 - F2000)**

| HP | BAS | POW | DEX | AGL | DEF | WEP |
|---|---|---|---|---|---|---|
| 51 | 5 | 5 | 4 | 3 | 3 | 9 |

L = LEVEL    F = FUNDS

# Encounters

After Sadira strikes a Bandit for the first time in the battle, a shocked and surprised Bastion says "**I thought those three were Imperials, but they're fighting on our side!**" All hail Bastion, master of stating the bloody obvious!

# Strategy & Tactics

★ You now have control of **Ione** and **Reyna** along with Bastion, but Kamorge will once again do his own thing for the entire battle. If you're aiming for the **Empire mission branch**, you need Bastion to boost another two levels during the battle. If you're sticking to the **Kingdom branch**, you want Bastion and Reyna to score one or two kills each (while ignoring Ione, who won't be sticking with you but for a few more missions).

▲ Barlow proves to be a little sensitive about his huskiness as he and Devlin move into a defensive position.

★ **Barlow** and **Devlin** are in almost zero danger of dying, since they're guarding each other's backs; each enemy attack only does a few HP of damage. In other words, focus on earning your kills and let **BANDITS'** equivalent of Farley and Spade protect their own butts.

★ **Franco**, **Halak**, and **Sadira** will eventually be attacked by a Bandit, and once it happens, they start an ATAC-destroying rampage. Don't bother trying to reach those northern Bandits; focus on the ones around Barlow and Devlin, and destroy them before the mighty trio does it for you and claims your XP.

▲ If you're trying for the Empire mission branch, back Ione and Reyna into the southern canyon wall to let Bastion score all the kills.

★ If you're fighting with Bastion and Reyna (and staying on the **Kingdom branch**), move Ione as far south as she can go, to avoid attracting curious Bandits. Your primary goal is to raise the wimpy Reyna at least one level, so you can get her closer to earning the **Strong Thrust** attack (8 BAS, 6 POW, 7 DEX). Your secondary goal is to start balancing out Bastion's stats, as having equally high number in all six categories is the only way to earn his most powerful attacks later in the game.

# Strategy & Tactics

Remember the battle basics: cover your back, hit the enemy from behind whenever possible–which should be easy, since they're going after Barlow and Devlin–and ***don't*** let Bastion or Reyna go over the FP (Fatigue Point) limit, which will leave them dizzied. Ideally, you should end the mission with both Bastion and Reyna at level 6 (but Reyna needs two kills for this to happen).

★ If you're only using Bastion, and want to hit the Empire branch, here's a darn reliable walkthrough to get him up to Level 7. Please keep in mind that this walkthrough will only work if you wisely use our stat adjustments from Mission 1; otherwise, your mileage may vary.

★ **Bastion (Turn #1):** Attack Bandit 7 with a side **Thrust**.

★ **Reyna (Turn #1):** Move south one square. Face north, end the turn, and don't do anything on subsequent turns. Just stay put and watch the action.

★ **Ione (Turn #1):** Move south to the square just east of Reyna. Face north, end the turn, and hold still for the remainder of the battle.

★ **Bastion (Turn #2):** Move behind Bandit 7 and attack with a **Strong Slash** for the kill.

▲ Sadira is displeased with the renegade Imperials, as indicated by her louder-than-usual verbal outburst.

★ **Bastion (Turn #3):** Attack Bandit 8 with a **Strong Slash** for the kill.

★ **Bandit 1**, the strongest enemy ATAC on the battlefield, moves in and attacks Devlin head-on. This also moves him into attack range, which we like!

★ **Bastion (Turn #4):** Move behind Bandit 1 and attack from de back with de **Thrust**, which advances Bastion to Level 6. At this point, you can juice what-

ever stats you'd like, but we strongly suggest earning the **Tackle** attack by simply boosting your **POW** to 9.

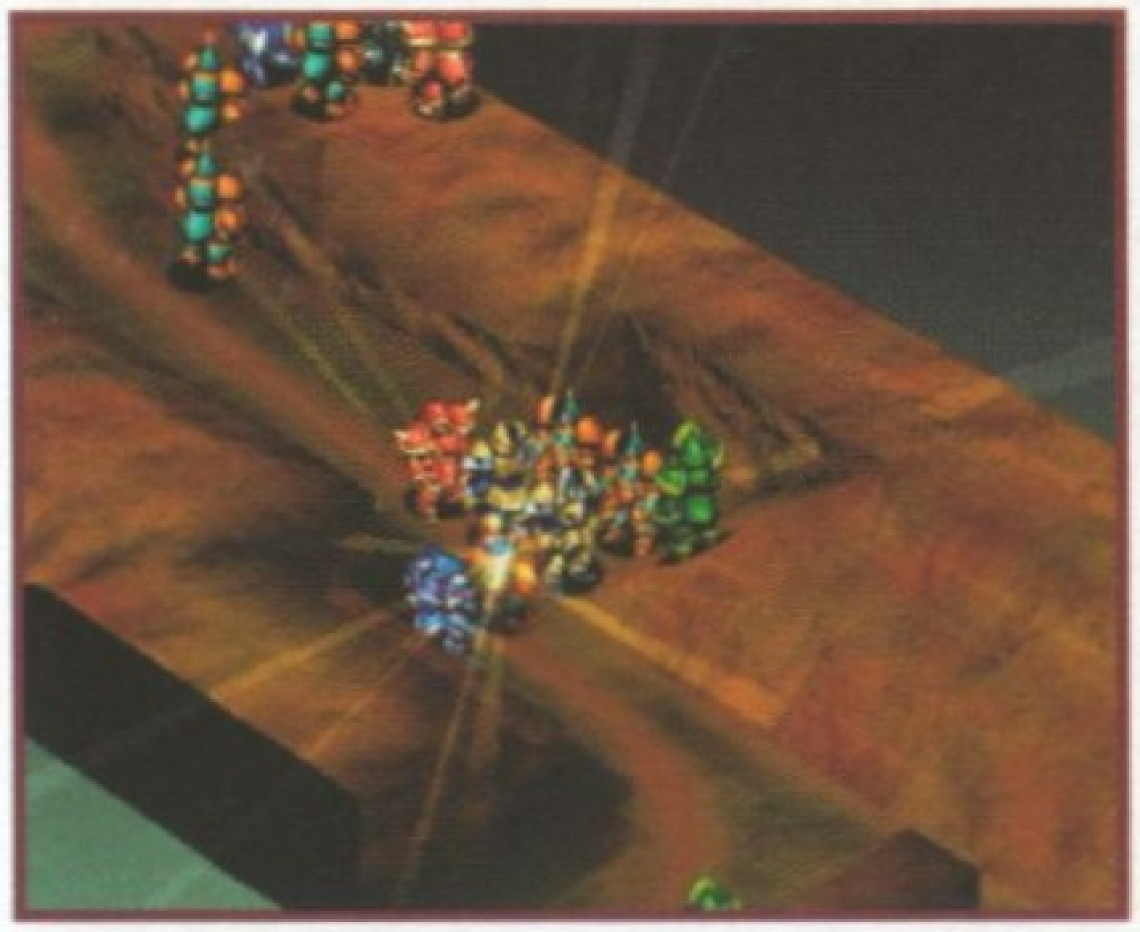
★ **Bandit 1**, moves to the west side of Devlin and attacks him again. Grrr!

★ **Bastion (Turn #5):** Strike Bandit 1 with a **Strong Slash** from the side to soften him up a little more.

★ **Kamorge** attacks Bandit 1 from the south instead of striking Bandit 7 and stealing your kill. Excellent!

★ **Bastion (Turn #6):** Whack Bandit 1 with a **Strong Slash** for the kill, and over 400XP. Whoo, doggie! You are now at **Level 7** and counting. Start balancing out Bastion's stats, as having equally high numbers in all six categories is the only way to earn his most powerful attacks later in the game. Move to the north side of Bandit 9 and end your turn.

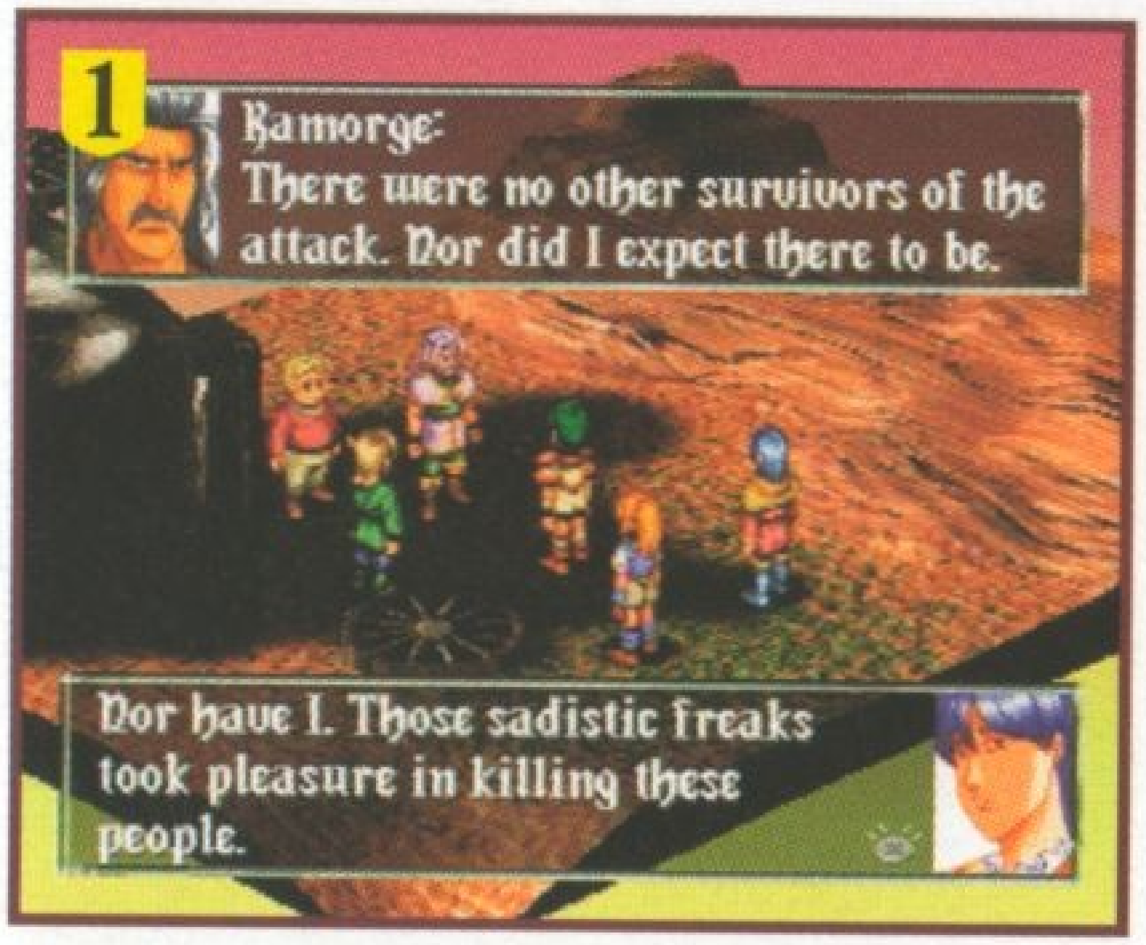
★ **Bandit 9** turns and attacks Bastion instead of Devlin. Silly rabbit! Attack him with a **Strong Slash** for a confirmed kill. The XP are almost worthless, but the 2,000 bucks are nothing to moan and groan about.



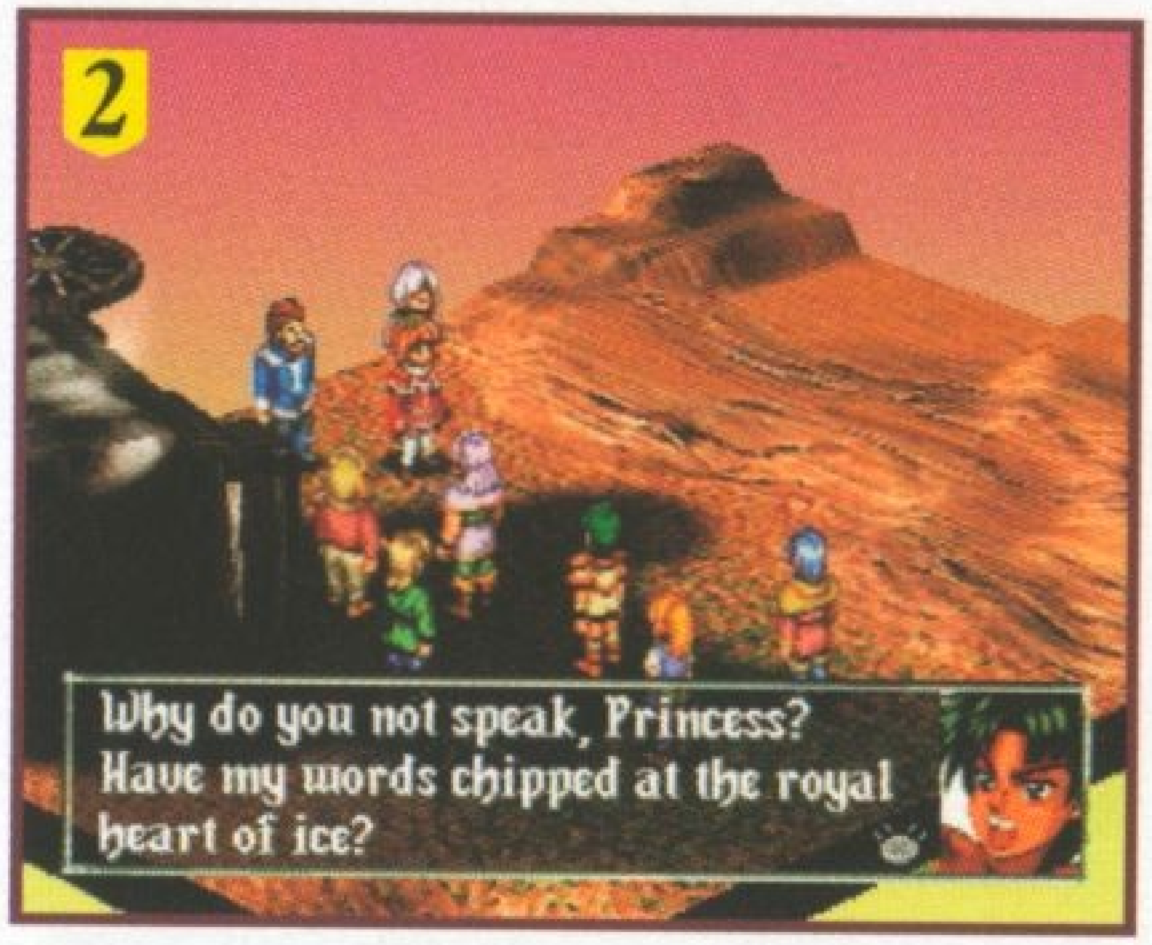
▲ After wasting Bandit 8, you're ready to commit assault and battery upon Bandit 1, the strongest ATAC on the battlefield.

▲ Bandit 9 is your fourth and final kill of the mission, by which point you're at Level 7 and almost ready for the Empire Branch.

# The Plot Thickens

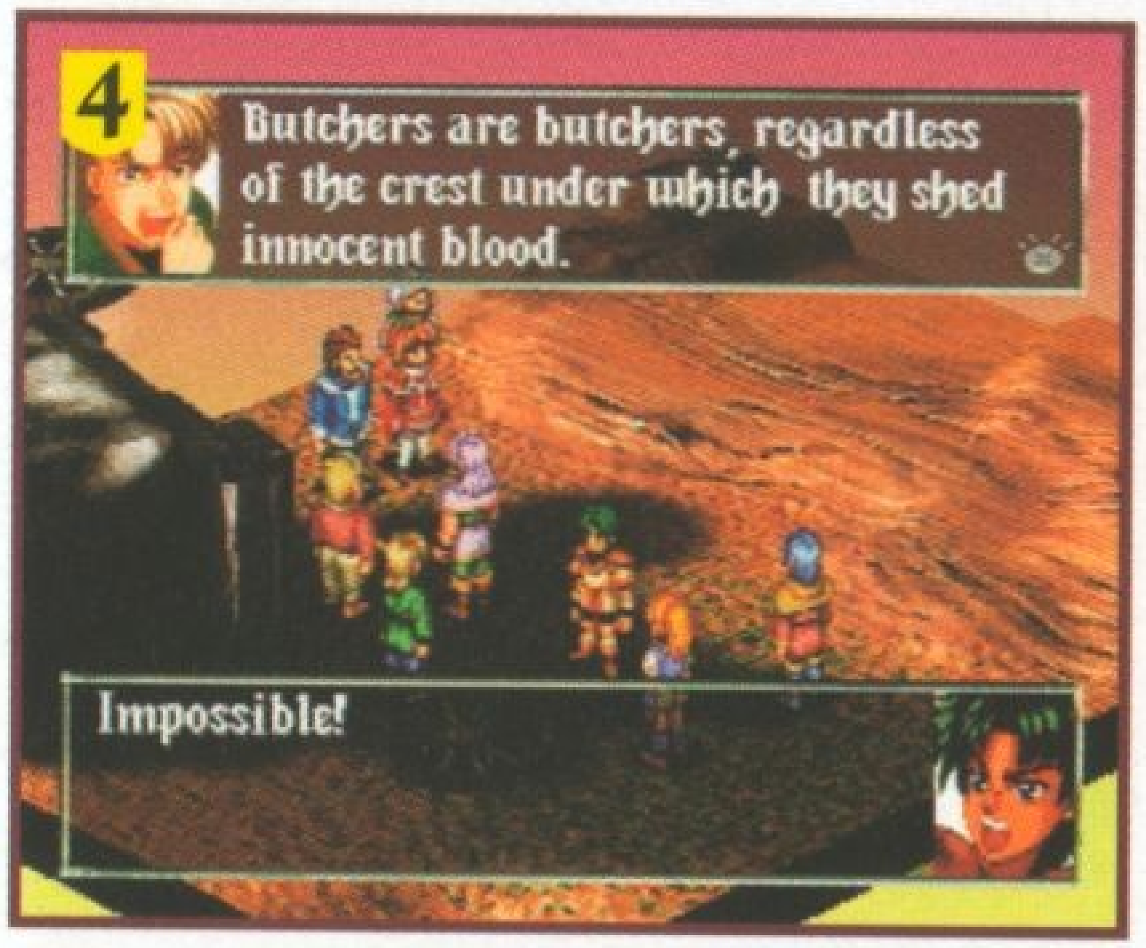



▲ After beating the bandits, Bastion searches for more survivors, but there aren't any to be found. Ione and Reyna both remark upon the carnage (which is thankfully left to the imagination).

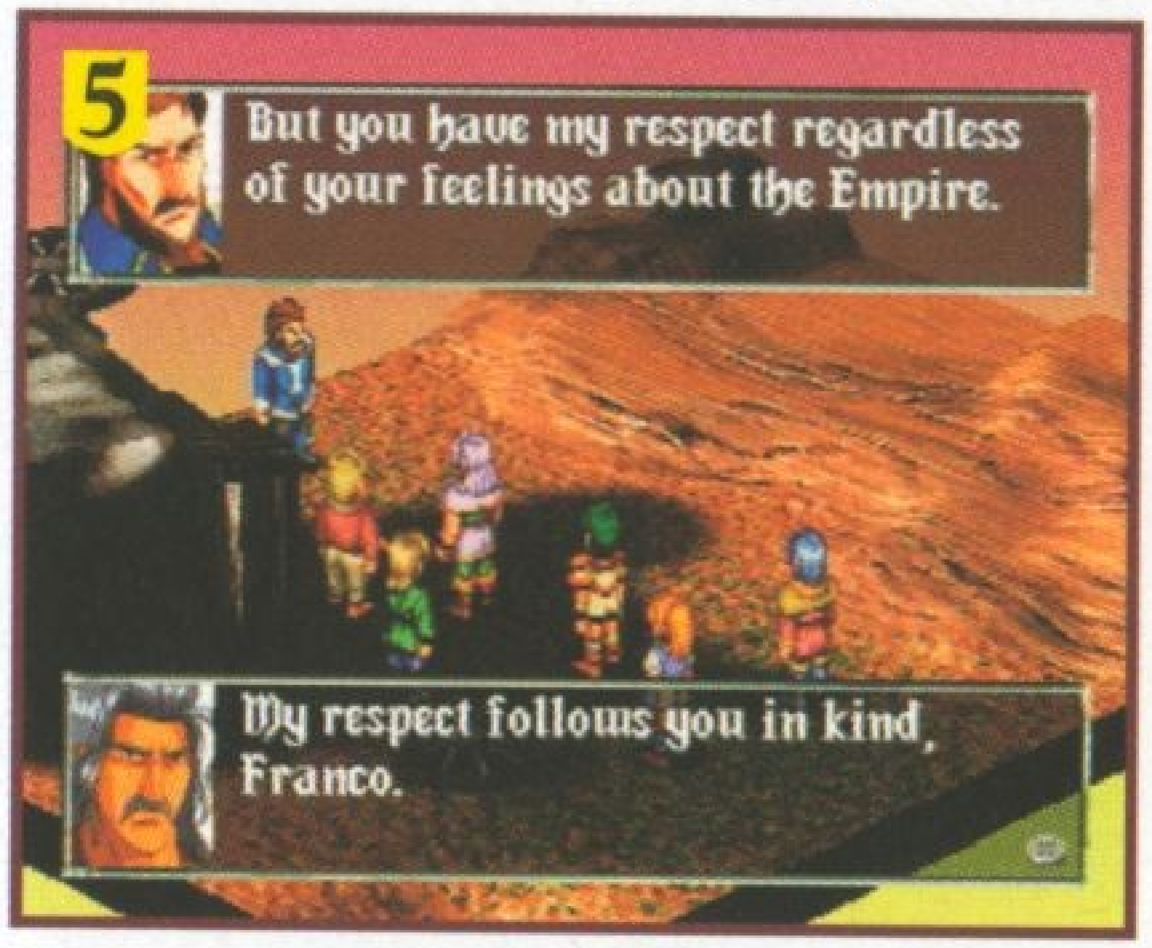



▲ Princess Sadira and her escorts arrive to survey the scene. Bastion doesn't recognize her immediately, and flips when he learns who she is, going off on the girl for a good dozen paragraphs.

▲ Kamorge puts an end to the verbal abuse and apologizes for Bastion's tantrum. Franco tries to make friends, but Bastion shoots him down with more harsh words, which sets Sadira off.

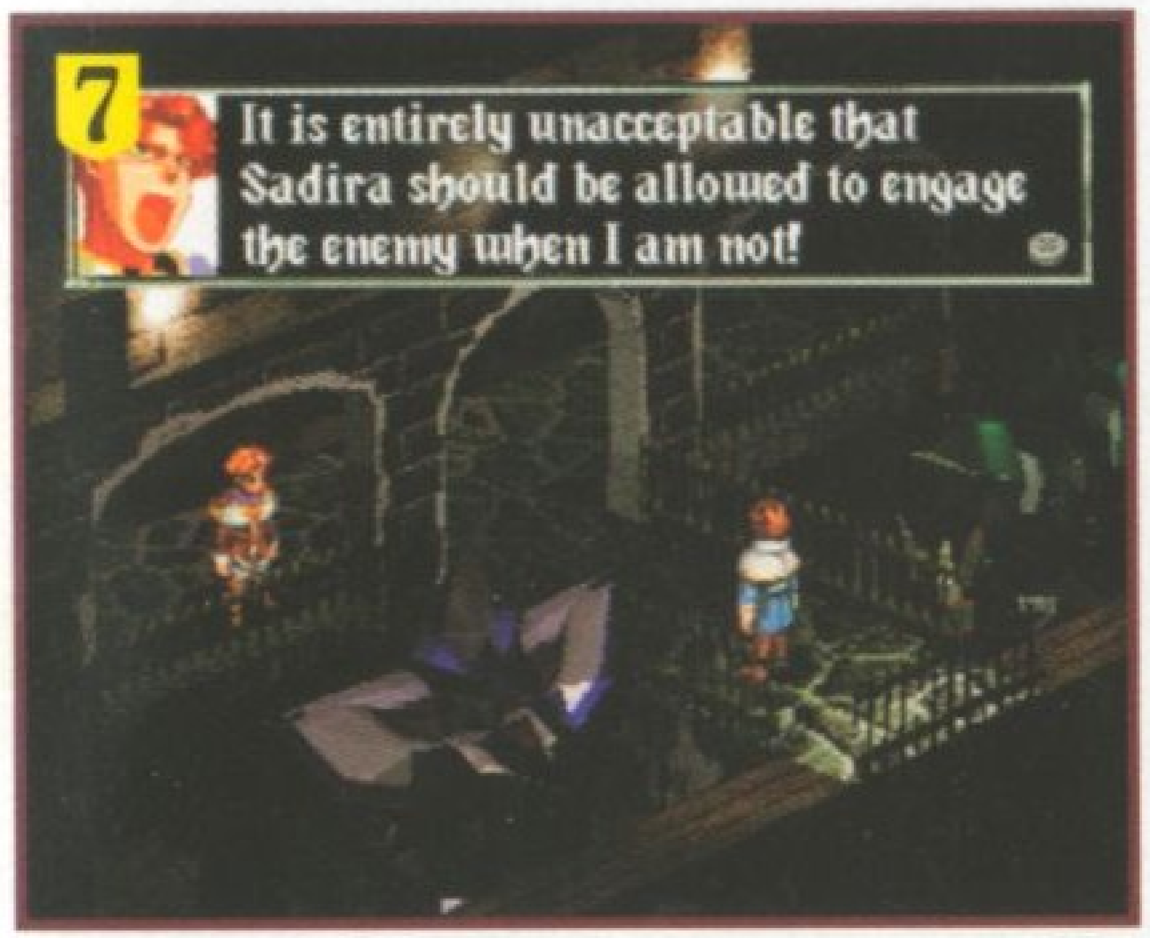



▲ Devlin joins in the venting and tells Bastion that both the Empire and the Kingdom have committed atrocities. Sadira explains to Bastion that her goal is to silence the violence and increase the peace.




▲ As the Princess leaves, Franco and Kamorge exchange phone numbers and words of respect, being the grizzled veterans that they are.

▲ As Bastion prepares to leave with Barlow and Devlin in tow, a third survivor appears. His name is Andrew, and you'll learn to love him in, as he would say, "a completely platonic way."



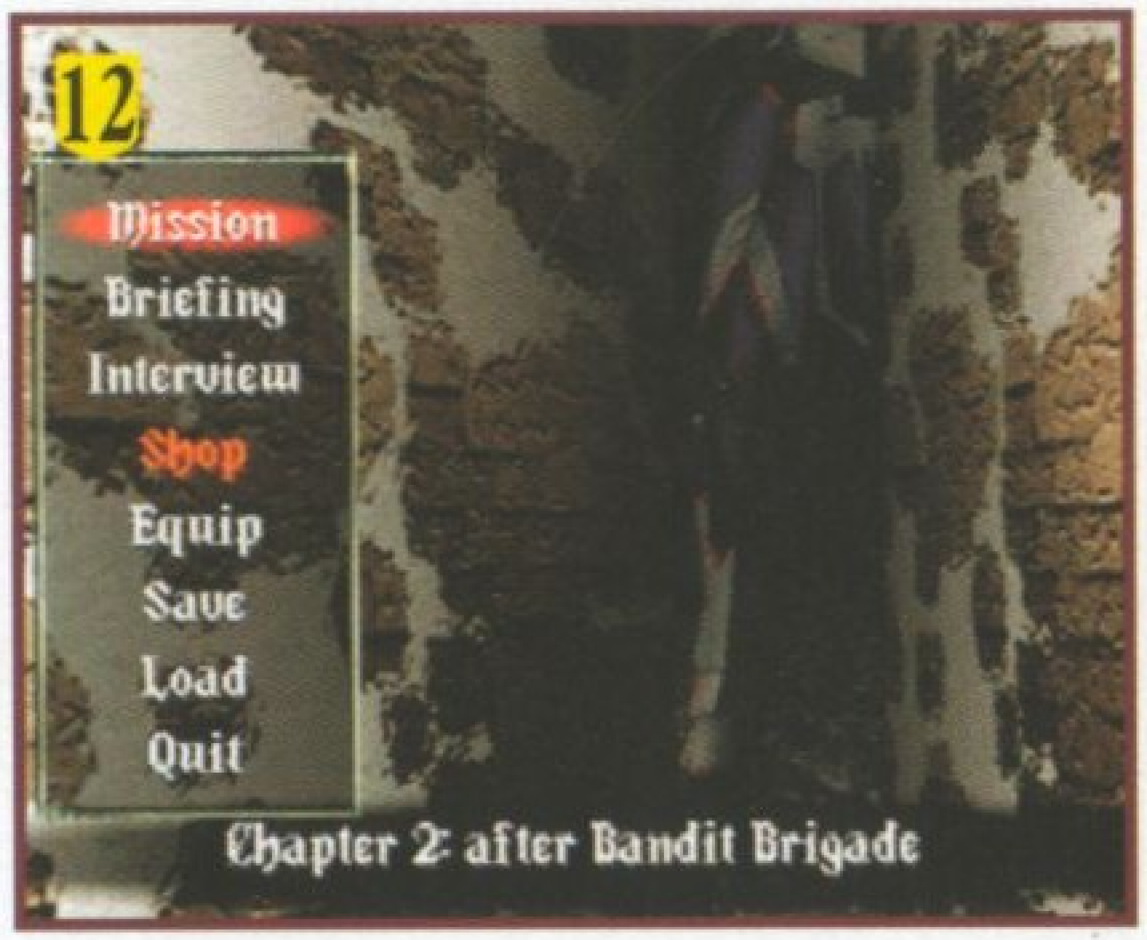

▲ Just as Faulkner is about to leave the Imperial castle, Prince Duyere tracks him down in the ATAC bay and demands to come along, seeing as how Sadira is already romping around the war zone.

▲ Faulkner tells him a good lie (as the heir to the Empire, he can't risk his life in battle) instead of the truth, but Duyere won't be denied.

▲ After pointing out that Duyere's ATAC isn't at full strength, Faulkner finally relents, under the condition that Duyere fully complies with his orders. Duyere says that he will, but he's a notorious fibber.

▲ Back to Bastion's party, where Andrew memorably introduces himself, and Bastion expresses his concern about Devlin's disparaging comments regarding the Kingdom.

▲ Kamorge is in the middle of telling his son to chill out (using much bigger words than I know) when the party is ambushed on both sides. Kamorge recognizes them as elite Imperial troops.




▲ Take care of the usual pre-mission business (save the game, talk to your pals to boost their morale, and gaze upon the Briefing), then begin **Mission 3: Tragic Farewell.**

# What To Do Now...

Now that you've reached Mission 3 – and the end of the manual – you're on your own. That's why (shameless plug activated!) we strongly suggest that you pick up the one and only **VANGUARD BANDITS™ Official Strategy Guide.** This milestone publication is, to the best of our knowledge, the first hardcover hint book in the history of strategy guides; it also features a lovely leatherette binding, a foil-stamped cover, a full-color dust jacket, and three bookmark ribbons for easily-confused readers to keep their place(s). But what about the *inside* of the book, you ask? Here's what you'll find:

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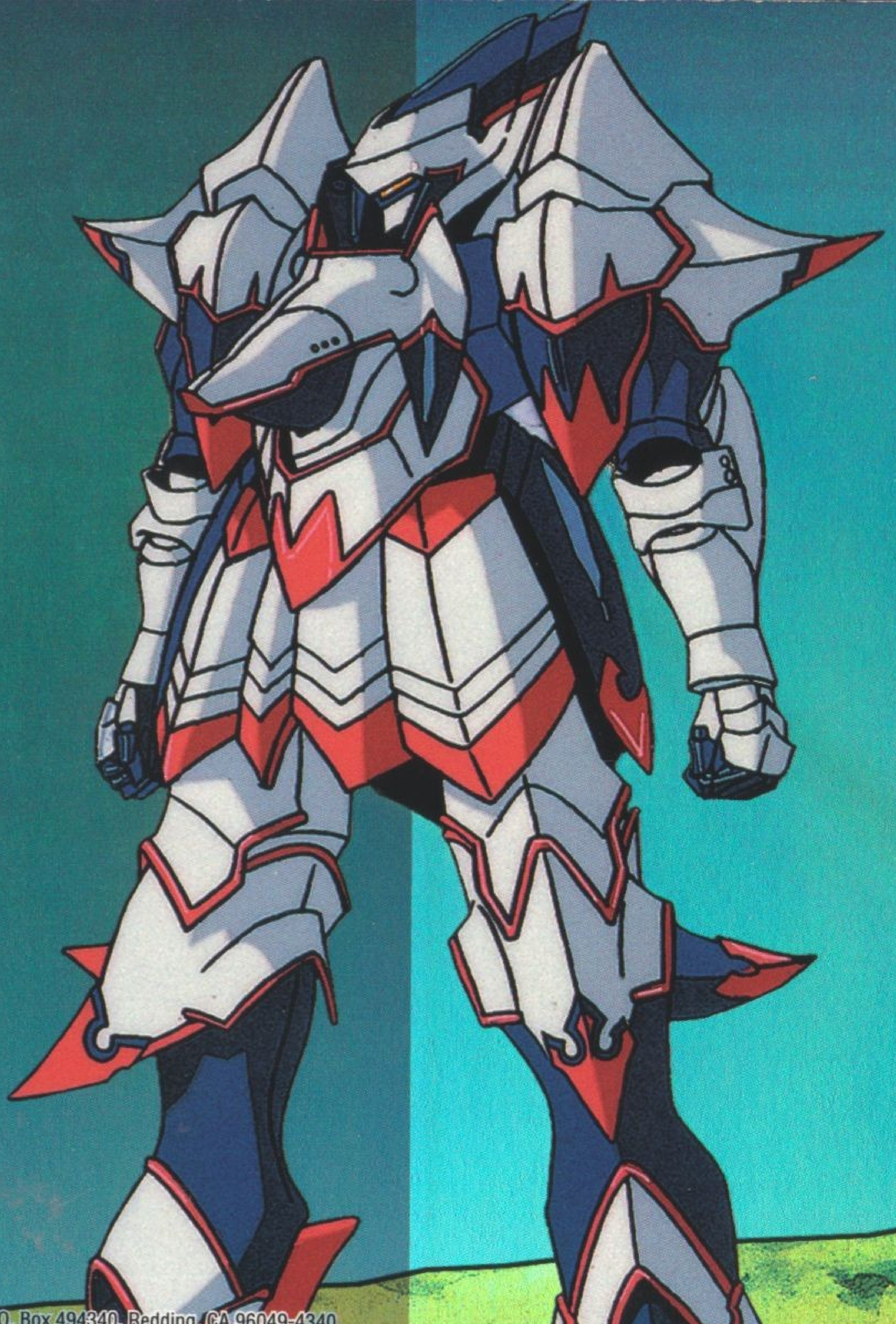

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